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SIGNATURE SERIES GUIDE

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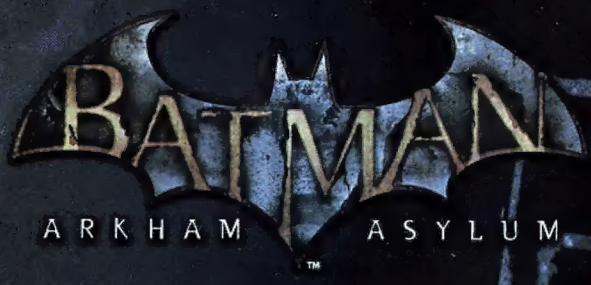
BATMAN
ARKHAM ASYLUM™

STARRING THE JOKER

rocksteady eidos



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INTRODUCTION

When the Joker welcomes Batman to the madhouse shortly after their arrival on Arkham Island, there's little indication of just how badly things will become on this fateful night. In truth, the Joker's escape is only the beginning of what will surely go down as the worst night in Batman's life. It's every crime fighter's biggest fear to suddenly be face-to-face with their vengeful captors outside the prison walls—and that's exactly what Batman must now confront. Only these aren't petty thieves; he must confront a laundry list of Gotham City's most deranged psychopaths. Everyone from the Joker to Scarecrow to Poison Ivy and Killer Croc is just itching to dig their claws into Batman's hide and rip him limb from limb. And if that wasn't bad enough, he must contend with the incessant mockery coming through his earpiece, thanks to the Riddler.

As the hours pass and the Dark Knight continues his quest to stop the Joker and restore order to the anarchic state that has befallen Arkham Asylum, it becomes clear that there is much more at stake than the Joker going free. In fact, everyone's safety in Gotham City rests on Batman's caped shoulders. Batman's dedication to planning for every scenario is the main reason he stands a chance of seeing daylight. He constructed a secret Batcave on Arkham Island years ago, stocking it with all of the computer and laboratory equipment he would ever need. He also saw fit to stash a couple of nifty gadgets there, too. He did this in hopes that he'd never have to use any of this, save for the most dire of emergencies. One such time has come…

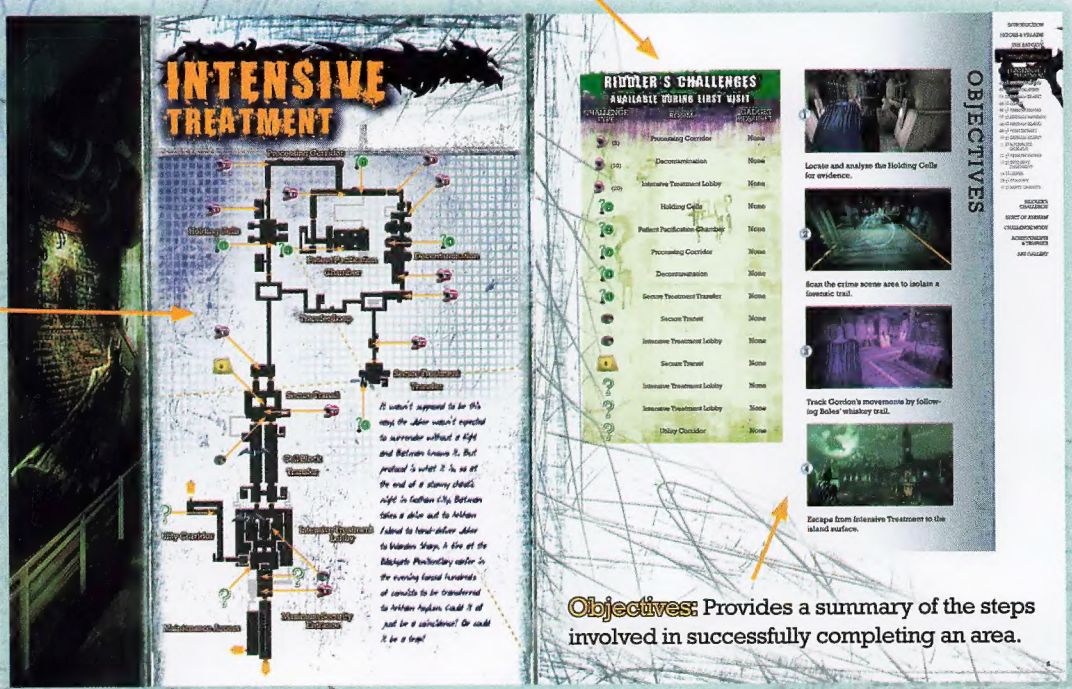
ABOUT THIS GUIDE

Batman has his Batarangs and Line Launcher to get around Arkham Island, but he doesn't have this book—you do! This guidebook is the ultimate weapon for use in stopping the Joker's crazed plan to sink Gotham City into utter chaos.

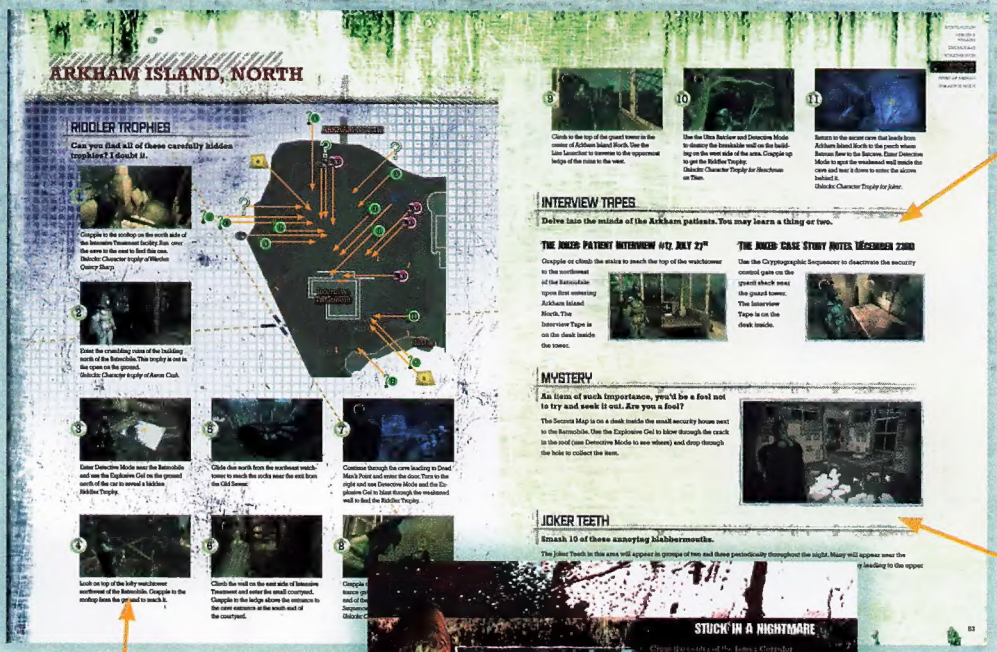
This guide contains a full complement of maps to every nook and cranny on the island; proven strategy for dispatching every foe that crosses Batman's path; and step-by-step instructions for surviving every encounter with armed enemies, Batman's one true vulnerability. The walkthrough was designed to help those who may only play through the story mode once to get the most out of their experience without any unnecessary backtracking. Those who want to solve all 240 of the Riddler's Challenges will find detailed assistance in the corresponding chapter. There's also Achievement/Trophy content on the fold-out poster and plenty of tips and tactics for earning the maximum medals in Challenge Mode and moving up the Leaderboards. Lastly, "The Batcave" section of this book contains a full breakdown to every gadget and WayneTech upgrade in the game, as well as the XP and combat system, and enemy abilities and weaknesses.

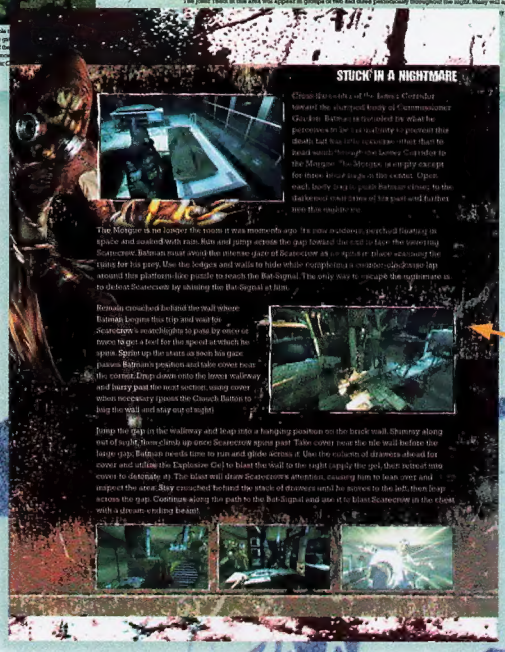
Riddler Reference Log: Indicates the whereabouts of every Riddler's Challenge contained in each area. Use this section to point you in the right direction, but refer to the "Riddler's Challenge" chapter for specific details.

Area Map: Overhead view illustrates the location of every Riddler Trophy, Chronicle of Arkham, the Joker Teeth, and more. Refer to the maps to avoid missing any of these goodies.



Objectives: Provides a summary of the steps involved in successfully completing an area.


ARKHAM ISLAND, NORTH
RIDDLER TROPHIES
Can you find all of these carefully hidden trophies? I doubt it.
INTERVIEW TAPES
Delve into the minds of the Arkham patients. You may learn a thing or two.
THE JOKER: PATIENT INTERVIEW #17, JULY 27TH
THE JOKER: CASE STUDY NOTES, DECEMBER 23RD
MYSTERY
An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?
JOKER TEETH
Smash 10 of these annoying blabbermouths.



Tapes & Arkham Info: Learn more about the game's villains and Arkham Asylum by uncovering the hidden Interview Tapes and Chronicles of Arkham.

Mystery Items & Joker Gifts: Don't forget to find each area's Secrets Map to make finding all of these things much easier. Plus, every set of Joker Teeth is revealed!

Trophies: Easy-to-follow captions accompany screenshots of every Riddler Trophy.

Boss Fight: Check out these standalone sections for specific strategies and tactics when fighting the game's fierce bosses.

HEROES AND VILLAINS

Character Bios are unlocked as you progress through the game, encounter new characters, solve riddles, and locate hidden items. The Character Bios Screen contains a total of 41 characters, plus the Spirit of Arkham. Consult each character's Vital Stats section for a full listing of the unlocking conditions for each Character Bio.

Art by Carlos D'Anda of WildStorm Studios.

BATMAN

STORY

When his parents were gunned down in front of him, young Bruce Wayne resolved to rid Gotham City of the criminal element that took their lives. He trained extensively to achieve mental and physical perfection, in addition to mastering martial arts, detective techniques, and criminal psychology. Dressing as a bat to prey on criminals' fears, Batman fights crimes with the aid of specialized gadgets and vehicles, operating out of his secretive Batcave below Wayne Manor.

ATTRIBUTES

- Trained to physical and mental peak.
- Arsenal of gadgets, vehicles and advanced technology.
- Inventor, detective, genius-level intelligence.
- Expert in most known forms of martial arts.
- Trained in all aspects of criminology.
- Mastery of the physical sciences.
- Computer expert.
- Master of disguise.
- Photographic memory.
- Trained in stealth and espionage techniques.
- Expert escape artist.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Bruce Wayne	CEO/ Philanthropist	Gotham City	Blue	Black	6 ft 2 in	210 lb	*Detective Comics* #27 (May, 1939)

UNLOCKING REQUIREMENT FOR BIO: Available at start of game.

BRUCE WAYNE

STORY

Born into the wealthy Wayne family, Bruce Wayne had an idyllic childhood although he was given a strong sense of justice by his moralistic and philanthropic parents, Thomas and Martha. After their violent murder at the hands of a mugger, Bruce dedicated his life to battling the criminal element that took their lives. He left Gotham for many years to train his mental and physical abilities across the globe, finally returning to take up the mantle of the Dark Knight.

ATTRIBUTES

- Trained to physical and mental peak.
- Arsenal of gadgets, vehicles and advanced technology.
- Inventor, detective, genius-level intelligence.
- Expert in most known forms of martial arts.
- Trained in all aspects of criminology.
- Mastery of the physical sciences.
- Computer expert.
- Master of disguise.
- Photographic memory.
- Trained in stealth and espionage techniques.
- Expert escape artist.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Bruce Wayne	CEO/ Philanthropist	Gotham City	Blue	Black	6 ft 2 in	210 lb	*Detective Comics* #27 (May, 1939)

UNLOCKING REQUIREMENT FOR BIO: Zoom in and scan the Wayne Enterprises logo atop the building in Gotham, viewable from Arkham Island East.

WARDEN SHARP

STORY

Quincy Sharp has been running Arkham Asylum for the past three years and has dedicated his life to restoring to sanity the so-called super-villains that plague Gotham City. He is currently campaigning to become the next mayor of Gotham; to facilitate this campaign, he has instigated stringent new security and experimental research policies at Arkham.

ATTRIBUTES

- Intense dedication to "cleaning up" Arkham.
- Pompous and old-fashioned in demeanor, with a focus on his own political aspirations.
- Contempt for Arkham inmates and disinterest in the specifics of their treatment masks a cowardly nature.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Quincy Sharp	Warden of Arkham Asylum	Gotham City	Blue	Gray	5 ft 8 in	190 lb	*Batman: Arkham Asylum* (Summer, 2009)

UNLOCKING REQUIREMENT FOR BIO: Available at start of game.

COMMISSIONER GORDON

STORY

Police Commissioner James W. Gordon dedicated his career to cleaning up the corruption in the Gotham City Police Department, a goal he has come a long way toward accomplishing. He has been equally tough on crime, and in the pursuit of making Gotham City safe for all its citizens, Gordon has forged an uneasy alliance with Gotham's other top crime fighter, the mysterious vigilante known as Batman.

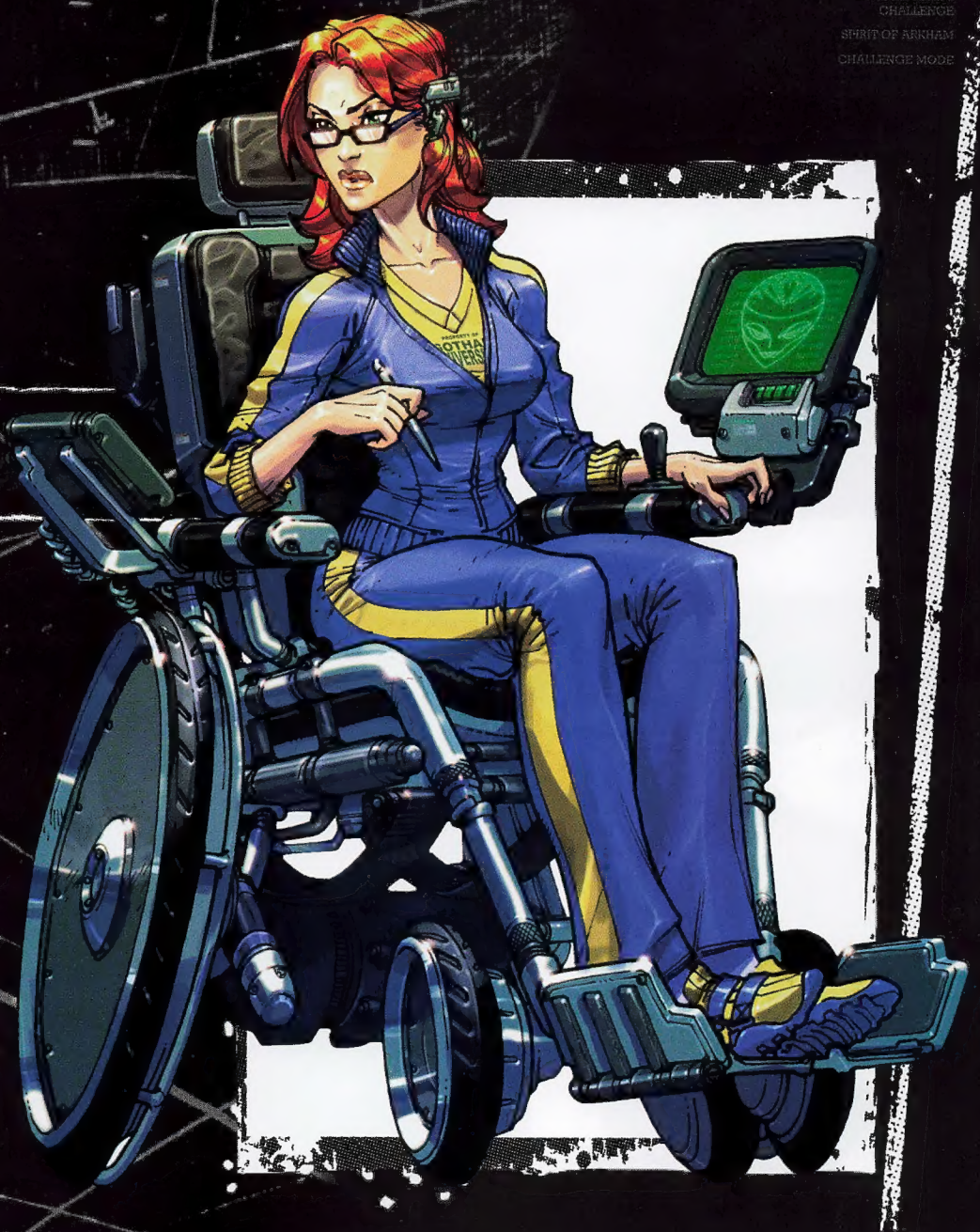
ATTRIBUTES

- Experienced police officer.
- Trained criminologist.
- Proficient in hand-to-hand fighting techniques.
- Expert marksman.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
James W. Gordon	Police Commissioner	Gotham City	Blue	White (formerly brown)	6 ft	180 lb	*Detective Comics* #27 (May, 1939)

UNLOCKING REQUIREMENT FOR BIO: At beginning of game, immediately after Batman's first battle in Holding Cells area.



ORACLE

STORY

The daughter of Gotham City Police Commissioner James W. Gordon, Barbara Gordon was forbidden by her overprotective father from joining the GCPD. Instead, she took on the identity of Batgirl and was a crime-fighting partner of Batman for years. But that all ended when the Joker shot her through her spine. Paralyzed from the waist down and confined to a wheelchair, Barbara adopted the new identity of Oracle and now aids the Dark Knight with her computer expertise, providing Batman with a constant stream of information in the field to aid his battle against crime.

ATTRIBUTES

- Eidetic memory—almost total recall of everything she sees and reads.
- Extensive headquarters in Gotham City's Clock Tower, filled with information archives.
- High-level hacking and computer skills.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Barbara Gordon	Information Broker	Gotham City	Blue	Red	5 ft 11 in	126 lb	*Detective Comics* #359 (January, 1967)

UNLOCKING REQUIREMENT FOR BIO: After speaking to Eddie Burlow in Processing Corridor, Batman updates Oracle on radio.

FRANK BOLES

STORY

Frank has been working at Arkham for eight years. He has twice been suspended for drinking on the job and regularly holds poker evenings in the guard rooms. Frank is desperate to be top dog at Arkham, but fails to recognize that he is considered untrustworthy and generally disliked.

ATTRIBUTES

- Arrogant belief that he is the best guard in Arkham Asylum.
- Uses sarcasm to cover up insecurities and failures.
- Violent temper has resulted in many injuries to patients.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Frank Boles	Arkham Asylum Guard	Gotham City	Brown	Black	6 ft	185 lb	*Batman: Arkham Asylum* (Summer, 2009)

UNLOCKING REQUIREMENT FOR BIO: After speaking to Oracle upon leaving the Secure Treatment Transfer area.

AARON CASH

STORY

One of the most senior and respected guards at Arkham, Cash is only afraid of one inmate—Killer Croc, who severely wounded Cash once during a riot at the asylum. Cash remains determined, however, to keep the asylum's inmates under control—and to conquer his fears of Croc.

ATTRIBUTES

- Great physical strength, excellent reflexes.
- One of the most experienced guards at Arkham.
- Lasting enmity with Killer Croc.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Aaron Cash	Arkham Asylum Guard	Gotham City	Brown	Black	6 ft	185 lb	*Arkham Asylum: Living Hell* #1 (July, 2003)

UNLOCKING REQUIREMENT FOR BIO: Save Dr. Kellerman and Aaron Cash from the Joker Toxin in the Patient Observation area.

DR. PENELOPE YOUNG

STORY

Penny Young was always a brilliant student who was prepared to do anything to advance professionally. She has built up a reputation for being a cold, calculating woman, focused only on the project at hand. She was hired at Arkham Asylum by Warden Quincy Sharp to head up the Asylum's Research Department and finally restore to sanity the more deranged of Gotham City's super-villains.

ATTRIBUTES

- Graduated from Gotham University with top honors.
- Dedicated to the pursuit of a psychiatric cure for various forms of criminal insanity.
- Highly focused on career ambitions.
- Intolerant of people who get in the way of her work.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Penelope Young	Head of research	Arkham Asylum	Blue	Brunette	5 ft 6 in	121 lb	*Batman: Arkham Asylum* (Summer, 2009)

UNLOCKING REQUIREMENT FOR BIO: Unlocked upon reaching the Batcave and analyzing Dr. Young's research.

AMADEUS ARKHAM

STORY

Amadeus Arkham founded the Elizabeth Arkham Asylum for the Criminally Insane, naming it after his mother, whom he euthanized as treatment for her dementia. Building it on the old grounds of his family's historic mansion on the outskirts of Gotham, Amadeus personally treated its first patient—Martin "Mad Dog" Hawkins, who had killed Amadeus's wife and daughter. After administering fatal electro-shock treatments to Hawkins, Amadeus lost all grip on his sanity and was admitted into his own institution.

ATTRIBUTES

- Highly respected psychiatrist, until his fall to insanity.
- Heir to the Arkham land and fortune.
- Delusional schizophrenic.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Amadeus Arkham	Psychiatrist	Gotham City	Blue	Brown	5 ft 11 in	175 lb	*Batman* #258 (October, 1974)

UNLOCKING REQUIREMENT FOR BIO: Scan the gravestone for Amadeus Arkham in the cemetery of Arkham Island East.

THOMAS WAYNE & MARTHA WAYNE

STORY

Thomas Wayne was a gifted surgeon and heir to the Wayne fortune. Dedicated to philanthropy as much as medicine, he and his wife Martha were well-known and respected in Gotham. Martha Wayne shared her husband Thomas's charitable nature and was dedicated to her son Bruce's upbringing. She was well-regarded in Gotham City's social circles and helped host lavish charity balls at Wayne Manor. Their tragic murder at the hands of a desperate burglar, Joe Chill, in Gotham's Crime Alley shook the city to its core and led to years of urban blight. It also inspired their son Bruce to eventually become the Batman.

ATTRIBUTES: THOMAS

- Highly gifted and well-trained surgeon.
- Heir to the Wayne family fortune.

ATTRIBUTES: MARTHA

- Dedicated philanthropist.
- Mother to Bruce Wayne, wife to Thomas Wayne.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Thomas Wayne & Martha Wayne	Doctor & Philanthropist	Gotham City	Blue & Brown	Black & Brown	6 ft 1 in & 5 ft 8 in	180 lb & 135 lb	*Detective Comics* #33 (November, 1939)

UNLOCKING REQUIREMENT FOR BIO: Scan the plaque dedicating the bench in Statue Corridor to the Waynes.

JACK RYDER

STORY

Jack Ryder is an investigative reporter turned controversial talk show host, well-known for his aggressive manner and his determination to get to the truth. What his viewers don't realize is that he's also the Creeper, a garishly colored vigilante who Ryder can, with effort, turn into at will—although at that point, the Creeper's manic personality takes over. The Creeper is usually on the side of good and just barely on the side of sanity.

ATTRIBUTES

- Determined reporter.
- Known for his aggressive pursuit of stories.
- Famous for his controversial talk show.
- Secret identity as his alter ego, the Creeper.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Jack Ryder	Investigative Reporter	Gotham City	Blue	Black	6 ft	194 lb	*Showcase* #73 (March, 1968)

UNLOCKING REQUIREMENT FOR BIO: Scan the name "Jack Ryder" on the radio in the Utility Corridor at Intensive Treatment.

ALFRED PENNYWORTH

STORY

Alfred Pennyworth, after a varied career, was employed as the Wayne family's butler when Bruce Wayne's parents were killed. Alfred raised the young orphan and reluctantly aided him in his quest to become the Batman. His many skills—ranging from cooking to medicine—make him Batman's staunchest ally, along with a formal demeanor that grounds the Dark Knight and deflects those who may otherwise suspect Bruce Wayne's true identity.

ATTRIBUTES

- Skilled actor.
- Trained in emergency medical techniques.
- Proficient with mechanical and computer systems.
- Expert in domestic sciences.
- Unflappable manner.
- Unlike Batman, Alfred is willing to wield firearms in times of crisis.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Alfred Pennyworth	Valet	Gotham City	Blue	Black	6 ft	160 lb	*Batman* #16 (April-May, 1943)

UNLOCKING REQUIREMENT FOR BIO: Scan the plaque bearing Bruce Wayne's name on the wall of the Medical Foyer.

ARKHAM'S RESIDENTS

THE JOKER

STORY

An insanely homicidal super-villain, the Joker's white skin, green hair, and blood-red lips belie the chaotic nature underlying his cartoonish appearance. The self-styled Clown Prince of Crime has no superpowers, beyond a capacity for incredible violence and a skill at creating deadly mayhem. He frequently concocts elaborate schemes to entrap his arch nemesis, Batman.

ATTRIBUTES

- Unrepentant homicidal maniac, albeit without a precise psychological diagnosis.
- Surprisingly strong hand-to-hand combatant.
- His past is unknown; conflicting, unconfirmed reports state that he was a failed comedian, a petty thief, and a broken family man.
- Employs various deadly weapons, often based on party-gag items.
- Frequently uses a toxin that stretches victim's face into a Joker-like grin and causes death.

PATIENT INTERVIEWS

1. Patient Interview #1, June 16th: On the desk in the guard tower in Arkham Island East.
2. Patient Interview #17, July 27th: On the desk in a guard tower near the Batmobile in Arkham Island North.
3. Patient Interview #20, August 1st: Inside the storage shack on the docks in Arkham Island West.
4. Case Study Notes, December 22nd: Behind the security gate at the end of the long catwalk in Arkham Island East.
5. Case Study Notes, December 23rd: Inside the guard shack at the base of the watch tower in Arkham Island North.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Unknown	Professional Criminal	Gotham City	Green	Green	6 ft	160 lb	*Batman* #1 (Spring, 1940)

UNLOCKING REQUIREMENT FOR BIO: Available at start of game.

HARLEY QUINN

STORY

An Arkham Asylum psychiatrist assigned to treat the Joker, Dr. Harleen Quinzel instead became obsessively fixated on her patient, believing herself to be in love with him. She helped him escape confinement and took on her own criminal identity as Harley Quinn. Quinn is a violent and unpredictable felon whose only motivation—beyond general mayhem—is achieving the Joker's approval. Because of his cruel and mercurial nature, this in some ways makes her just another one of his victims, albeit a very dangerous one.

ATTRIBUTES

- Surprising strength and stamina.
- Superior gymnastic skills.
- Total disregard for human life.
- Like the Joker, she is a homicidal psychotic who escapes easy classification.

PATIENT INTERVIEWS

1. Employee Orientation, March 3rd: Found in the Secure Transit area in the Intensive Treatment center. Climb the steps from the lower floor of the elevator room.
2. Patient Interview #1, March 3rd: On the desk in the Intensive Treatment Lobby.
3. Patient Interview #2, March 4th: Inside the north-eastern office in Cell Block Transfer.
4. Patient Interview #4, March 6th: Inside the upper office in the Secure Transit area.
5. Patient Interview #11, April 1st: Inside the secure office in Decontamination.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Dr. Harleen Quinzel	Professional Criminal	Gotham City	Blue	Blonde	5 ft 7 in	140 lbs	*Batman: Harley Quinn* #1 (October, 1999)

UNLOCKING REQUIREMENT FOR BIO: Harley appears on the monitor immediately after Batman subdues Zsasz in the Patient Pacification Chamber.

THE RIDDLER

STORY

With an obsessive-compulsive need for attention, Edward Nigma is determined to be the most outlandish of Gotham City's criminals, concocting elaborate series of clues and riddles around his crimes. Batman has proven a worthy opponent, capable of deducing the Riddler's plans, but Nigma is dedicated to creating a mystery the Dark Knight will fail to solve in time.

ATTRIBUTES

- Genius intellect.
- Driven by a need to test his wits against law enforcement by leaving clues to his planned crimes.
- Compulsive need for attention.

PATIENT INTERVIEWS

1. Patient Interview #27, May 27th: In the northeastern office in the Sanatorium at the Medical Facility.
2. Patient Interview #39, July 29th: On a desk inside the Medical Foyer, obtainable from the Sanatorium.
3. Patient Interview #44, August 21st: Inside the room Aaron Cash is trapped in within the Patient Observation area.
4. Patient Interview #55, October 4th: On a desk in Secure Access. Return with the Cryptographic Sequencer to get it.
5. Patient Interview #76, January 16th: Return to the Experimental Chamber to find this Interview Tape where Bane was located.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Eddie Nashton (aka Edward Nigma)	Professional Criminal	Gotham City	Blue	Black	6 ft 1 in	183 lb	*Detective Comics* #140 (May, 1948)

UNLOCKING REQUIREMENT FOR BIO: Unlocked upon discovery of first Riddler Trophy, presumably in Holding Cells area.

KILLER CROC

STORY

Born with a rare mutation that made his skin green and scaly, and grew his body to grotesque proportions, Waylon Jones was raised by an alcoholic aunt and bullied relentlessly for his appearance. He briefly worked as a carnival freak under the name Killer Croc, but his misanthropy grew as did his bestial nature, pushing him to a life of crime. As his physical condition and mental state deteriorate, Killer Croc becomes a more bestial foe, increasingly detached from humanity.

ATTRIBUTES

- Killer Croc has incredibly thick, tough skin and razor-sharp teeth and claws.
- An expert wrestler, his strength and stamina are at a near-superhuman level.
- Heightened senses and extremely fast reflexes.
- Able to survive in water for extended periods of time.
- An intense hatred of humanity.

PATIENT INTERVIEWS

1. Patient Interview #1, February 12th: On the ground in the Old Sewer, just beyond the battle with five thugs.
2. Patient Interview #2, February 17th: On the crates in the corner of Surface Access.
3. Patient Interview #5, February 25th: Take the elevator from Intensive Treatment to Control Room Access.
4. Patient Interview #6, February 26th: On a pile of drums in the pump control room within Main Sewer Junction.
5. Patient Interview #7, February 29th: On a ledge high above the floor in the Pump Room.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Waylon Jones	Alligator Wrestler, Gangster, Murderer	Mobile	Yellow	None	11 ft	580 lbs	*Batman* #357 (January, 1984)

UNLOCKING REQUIREMENT FOR BIO: Scan the skeletons in the jail cell in the basement of the Sanatorium at the Medical Facility.

THE SCARECROW

STORY

Taunted and bullied as a youth, Jonathan Crane vowed to overcome his fears through the study of psychology and biochemistry. Kicked out of his university for experimenting on human subjects, Crane then adopted the identity of the Scarecrow and armed himself with a specialized fear-inducing gas that makes a person's deepest phobias become frighteningly real. His ongoing criminal reign of terror makes him one of Batman's most psychologically dangerous foes.

ATTRIBUTES

- Master of psychology and chemistry.
- Creator of fear-inducing gas.
- Motivated by an obsessive need to create fear in others.

PATIENT INTERVIEWS

1. Patient Interview #1, January 7th: Behind the ventilation grate in an office inside the Main Hall of Arkham Mansion.
2. Patient Interview #6, January 22nd: In a locked room inside the Arkham Records Room.
3. Patient Interview #9, January 29th: In the locked section of Dr. Young's Office.
4. Patient Interview #12, February 14th: Use the Cryptographic Sequencer to enter the Library's locked room.
5. Asylum Interview #1, February 14th: Behind the weakened wall in the West Wing Corridor.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Jonathan Crane	Professional Criminal	Gotham City	Blue	Brown	6 ft	140 lb	*World's Finest Comics* #3 (Fall, 1941)

UNLOCKING REQUIREMENT FOR BIO: Visit the Morgue in the Medical Facility and defeat the Scarecrow in the nightmare sequence.

ZSASZ

STORY

A true sociopath, Zsasz grew up in a life of ease but nonetheless became a serial killer. Indiscriminate in his prey, body count is the only thing that matters to Zsasz. He takes pleasure in arranging the corpses of his victims in life-like poses before carving a mark for each of his victims into his own body. He is saving a special spot for the Batman.

ATTRIBUTES

- Sociopath with no regard for human life.
- No pattern of killing, making him difficult to track.
- Compulsive need to kill others.

PATIENT INTERVIEWS

1. Patient Interview #1, November 4th: On the desk inside the entrance to the Penitentiary in the Cells Access Room.
2. Patient Interview #5, November 19th: Up the ramp in the guards' area overlooking the Main Cell Block.
3. Patient Interview #7, November 22nd: In the office on the south side of the Guard Room.
4. Patient Interview #14, December 12th: On a desk in the corner office of Controlled Access.
5. Case Study Notes, December 22nd: Inside the upstairs observation and control room in the Extreme Incarceration area.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Victor Zsasz	Professional Criminal	Gotham City	Blue	Blond	5 ft 8 in	150 lb	*Batman: Shadow of the Bat* #1 (June, 1992)

UNLOCKING REQUIREMENT FOR BIO: Speak to Zack Franklin about the hostage situation; go upstairs and speak to the doctor.

BANE

STORY

Imprisoned from birth to serve his dead father's sentence, Bane was raised inside the horrific environs of a Santa Prisa prison; his only friend in the hellhole was a teddy bear he named Osito. Finding solace in smuggled books and meditation, he developed incredible powers of concentration. When he was subjected to military experiments using a steroid codenamed Venom, his iron-forged will helped him survive when other test subjects died and he manage to escape. Determined to prove his worth, he sought out Batman and broke the Dark Knight's spine. But Batman recovered and managed to best Bane, cutting off the precious Venom supply that transforms Bane into a superhuman.

ATTRIBUTES

- Master strategist.
- Intense focus.
- Abnormally strong reaction to Venom, giving him incredibly enhanced physical abilities.
- Determined to best Batman and all others who challenge him.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Unknown	Professional Criminal	Gotham City	Brown (when on Venom: Green)	Brown	5 ft 6 in (when on Venom: 6 ft 8 in)	140 lb (when on Venom: 350 lb)	*Batman: Vengeance of Bane* #1 (January, 1993)

UNLOCKING REQUIREMENT FOR BIO: Scan the stuffed bear on the table in the Experimental Chamber in the Medical Facility.

POISON IVY

STORY

Botanist Pamela Isley was transformed into a plant-human hybrid by a science experiment gone wrong. With chlorophyll flowing through her veins instead of blood, she developed a toxic touch and a pheromone-fueled talent for seduction. Her crimes have become more ecologically focused as she has increasingly abandoned her human side, identifying more with the natural world. Her unique brand of eco-terrorism often puts her into conflict with Batman, whose iron will usually protects him from her seductive powers.

ATTRIBUTES

- An ability to encourage and direct the growth of all plant life.
- Plant genes mixed in with her DNA make her an unpredictable and formidable physical opponent.
- Exudes natural pheromones that enable her to exert control over victims.
- Skin secrets a toxin that can make her physical touch deadly.
- Pathological drive to rid the world of humanity and make it safe for plant life.

PATIENT INTERVIEWS

1. Patient Interview #41, November 12th: On the bench in the Glasshouse Entrance.
2. Patient Interview #42, November 14th: On the bench in the Statue Corridor.
3. Patient Interview #43, November 15th: On the equipment in the center of the Glasshouse Generator Room.
4. Patient Interrogation #1, November 17th: On the bench near Constance Arkham's statue in the Flooded Corridor.
5. Patient Interrogation #3, November 18th: On a bench in the Aviary, near the captive orderlies.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Pamela Lillian Isley	Professional Criminal	Gotham City	Green	Red	5 ft 8 in	115 lb	*Batman* #181 (June, 1966)

UNLOCKING REQUIREMENT FOR BIO: Unlocks when Batman reaches The Green Mile in the Penitentiary.

THE PENGUIN

STORY

The Penguin, one of Batman's oldest foes, is an eccentric criminal mastermind, known as much for his love of ornithology and trick umbrellas as for his shady business dealings. Gotham's popular Iceberg Lounge serves as Cobblepot's front for a number of illegal financial activities that fund much of the city's underworld. Despite his short stature, the Penguin is a wily foe whose umbrellas conceal a variety of deadly weapons and gadgets.

ATTRIBUTES

- Criminal and financial mastermind.
- Expert hand-to-hand combatant.
- Driven by a need to prove himself in spite of his comical appearance.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Oswald Chesterfield Cobblepot	Restauranteur/ Racketer	Gotham City	Blue	Black	5 ft 2 in	175 lb	*Detective Comics* #58 (December, 1941)

UNLOCKING REQUIREMENT FOR BIO: Scan the umbrellas in the display case in the South Corridor of Arkham Mansion.

CATWOMAN

STORY

An orphan who learned to survive on Gotham City's streets, Selina Kyle took to thievery to survive…but determined to do it in style, she learned martial arts and trained extensively to perfect her skills at cat burglary. Her criminal activities are often tempered by a reluctant altruism, making her an inconstant villain and occasional hero. She regularly eludes capture by the Dark Knight and maintains a complicated, adversarial relationship with Batman that frequently turns flirtatious and occasionally legitimately romantic.

ATTRIBUTES

- Trained gymnast and athlete.
- Expert hand-to-hand combatant.
- Highly skilled with her specialized whip, a cat-o'-nine-tails.
- Capable of astonishing stealth.
- Obsessed with—and adept at—stealing famous and well-protected items.
- Drawn to cat motifs.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Selina Kyle	Professional Thief	Gotham City	Green	Black	5 ft 7 in	125 lb	*Batman* #1 (Spring, 1940)

UNLOCKING REQUIREMENT FOR BIO: Scan the mask and gloves inside the display case in the East Wing Corridor of Arkham Mansion.

FIREFLY

STORY

A pyromaniac, Garfield Lynns began as a petty criminal but soon graduated to major crimes centering around arson, torching huge parts of Gotham in the process. But his fires soon raged out of his control, leaving him horribly scarred by one of his own blazes. His body is almost fully covered with burns and he now wears a full-body, flame retardant suit when he's out pursuing his criminal interests between bouts of incarceration in Blackgate.

ATTRIBUTES

- Thorough knowledge of inflammable agents.
- Extensive arsenal of fire-creating weapons.
- Scarred over 90% of his body.
- Sociopath with intense pyromania.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Garfield Lynns	Professional Criminal	Gotham City	Blue	White with black temples	5 ft 11 in	165 lb	*Detective Comics* #184 (June, 1952)

UNLOCKING REQUIREMENT FOR BIO: Scan the newspaper clippings taped on the wall in the room with the third Extractor Control panel in the Patient Observation area.

HUSH

STORY

Tommy Elliot and Bruce Wayne were childhood friends and, unbeknownst to Bruce, dark reflections of each other. A childhood sociopath, Elliot tried to kill his parents so he could inherit their fortune. When his plan failed partly due to the surgical skills of Thomas Wayne, Bruce's father, Elliot blamed Bruce. An incredibly skilled surgeon as an adult, Elliot planned an elaborate revenge scheme on the Batman. He disguised himself as the villain Hush, his face covered in bandages, but he was in the end defeated and unmasked by the Dark Knight. Hush still plots for revenge against Batman, generating complicated schemes with surgical precision.

ATTRIBUTES

- Great physical strength, augmented by a hatred of Bruce Wayne.
- World-class surgeon, capable of extraordinary medical breakthroughs.
- Master of disguise.
- Determined to destroy Bruce Wayne.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Thomas "Tommy" Elliot	Surgeon	Gotham City	Brown	Reddish-brown	6 ft 3 in	225 lb	*Batman* #609 (January, 203)

UNLOCKING REQUIREMENT FOR BIO: Scan Tommy Elliot's name on the schedule board in the upper room of the Surgery Room.

THE GREAT WHITE SHARK

STORY

A crooked financier who stole millions of dollars, Warren White thought he had scored a legal victory when his insanity plea went through. But when he got to Arkham Asylum, he realized his mistake; driven insane by the other inmates, he was disfigured by an encounter with Mr. Freeze that left him without hair, a nose, ears, or lips. Calling himself the Great White Shark, he filed his teeth into fangs to more perfectly resemble his new namesake. Putting his financial skills to use, he has become a major player in Gotham's underground crime scene, running a number of rackets from his cell in Arkham.

ATTRIBUTES

- Brilliant financial skills, which he uses for a variety of criminal purposes.
- Scarred visage that makes him resemble a shark.
- Teeth sharpened to points.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Warren White	Professional Criminal	Gotham City	Brown	None	5 ft 11 in	180 lb	*Arkham Asylum: Living Hell* #1 (July, 2003)

UNLOCKING REQUIREMENT FOR BIO: Zoom in and scan the jar labeled "Great White Shark" in the center of the Morgue.

TWEEDLEDUM AND TWEEDLEDEE

STORY

Cousins with an uncanny resemblance to each other, Deever and Dumfree Tweed both shared criminal leanings and a fixation on Lewis Carroll's Alice in Wonderland. Teaming up, they've modeled themselves after Tweedledum and Tweedledee from that book, oftentimes planning outrageous, absurdist schemes to trap the Batman.

ATTRIBUTES

- Obsessed with Alice in Wonderland.
- Skilled criminal masterminds.
- Despite being cousins, could pass as identical twins.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Deever and Dumfree Tweed	Professional Criminals	Gotham City	Brown	None	5 ft 9 in	175 lb	*Detective Comics* #74 (April, 1943)

UNLOCKING REQUIREMENT FOR BIO: Scan the see-saw near the main gate at the north end of Arkham Island North.

RA'S AL GHUL

STORY

Little is known of the early years of the nearly immortal Ra's al Ghul, whose name means "the demon's head," but it is accepted that he has lived for many centuries due to Lazarus Pits' mystical and alchemical brews that restore his youth. A brilliant master of strategy and organization, Ra's al Ghul's goal is to save the Earth from ecological devastation by destroying most of its population. He recognizes Batman as both a worthy foe and a possible ally—except that Batman cannot accept his dystopic worldview. Batman also shares a love-hate relationship with Ra's daughter, the beautiful Talia.

ATTRIBUTES

- Genius intellect and strategist.
- Superior strength and stamina.
- Superb hand-to-hand combatant trained over millennia.
- Nearly immortal thanks to Lazarus Pits.
- Commands a legion of followers dedicated to bringing his vision of an Earthly paradise to fruition.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Unknown	International Terrorist	Mobile	Green	Grey with white streaks	6 ft 3 in	210 lb	*Batman* #232 (June, 1971)

UNLOCKING REQUIREMENT FOR BIO: Scan the corpse on the drawer in the morgue portion of Dr. Young's Office.

BLACK MASK

STORY

Following the suspicious death of his multi-millionaire parents in a fire, Roman Sionis inherited their fortune and went on to bankrupt their company. Saved by a buyout by Bruce Wayne, Sionis came to resent and hate Wayne. Fixated on the concept of masks, Sionis carved one from his father's black coffin and sought revenge; his ensuing battle with the Dark Knight caused his mask to be burnt into his skin, remaking him as the Black Mask. Sionis is now a feared gang leader and one of the most powerful mob bosses in Gotham, with a burning hatred of the Batman.

ATTRIBUTES

- Obsessed with masks.
- Harbors a hatred of Batman and Bruce Wayne.
- Face resembles a black skull.
- Feared and powerful mob boss.
- Skilled marksman, known for his double handguns.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Roman Sionis	Professional Criminal	Gotham City	Brown	None	6 ft 1 in	195 lb	*Batman* #386 (August, 1985)

UNLOCKING REQUIREMENT FOR BIO: Scan the mask hanging on the wall in Dr. Young's Office, near the safe.

SCARFACE

STORY

Gotham's Blackgate Penitentiary once had a Gallows Tree from which 313 criminals with death sentences were hanged. The wood from that tree was whittled by an inmate into the puppet Scarface, and that inmate was murdered by Arnold Wesker, a man who soon fell under Scarface's influence. While most believe that Scarface is simply a tool through which Wesker, as the criminal mastermind the Ventriloquist, acts out a dark side to his personality, Wesker himself believes that Scarface is possessed by the souls who died beneath the Gallows Tree and the puppet actually motivates him to commit the duo's many crimes.

ATTRIBUTES

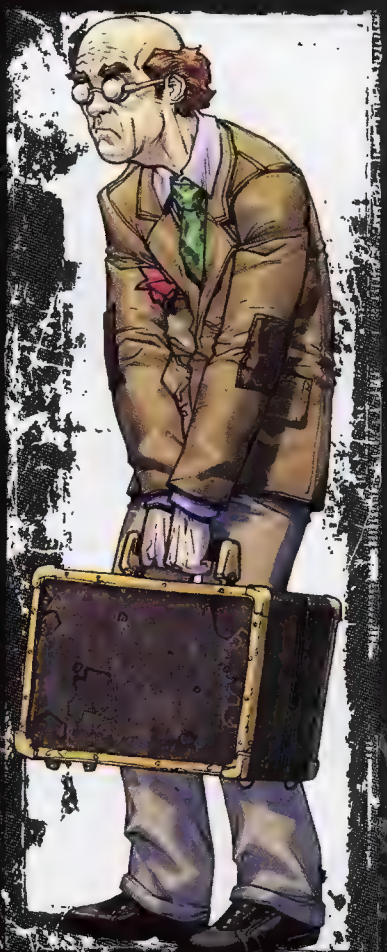
- Puppet animated with eerie verisimilitude by the Ventriloquist.
- Frequently wields under-sized but lethal weaponry.
- When teamed with the Ventriloquist, acts as an old-style mob boss with a sociopathic disregard for human life.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Scarface	Professional Criminal	Gotham City	Black	Black	2 ft 6 in	15 lb	*Detective Comics* #583 (February, 1988)

UNLOCKING REQUIREMENT FOR BIO: Scan the puppet inside the glass case in the Warden's Office at Arkham Mansion.

VENTRILOQUIST



STORY

Arnold Wesker was a timid orphan whose deep repression erupted into a barroom brawl, resulting in him being sent to Blackgate Prison. There he encountered the puppet Scarface and promptly murdered the man who'd carved the puppet. The two are now inseparable, with Scarface directing a series of criminal activities. While most believe that Wesker is simply acting out a second personality through the puppet, Wesker sees himself as a reluctant lackey who simply does his puppet's bidding.

ATTRIBUTES

- Delusional schizophrenic with multiple personality disorder.
- Obsessed with his puppet, Scarface, who he puppeteers with unsettling skill.
- When teamed with Scarface, the two operate as a criminal mastermind.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Arnold Wesker	Professional Criminal	Gotham City	Blue	Gray	5 ft 7 in	142 lb	*Detective Comics* #583 (February, 1988)

UNLOCKING REQUIREMENT FOR BIO: Scan the Tommy Gun hanging on the wall above the cell blocks in the Main Cell Block of the Penitentiary.

CLAYFACE

STORY

Initially an actor in horror films, Karlo went mad when he learned a classic film of his was to be remade with a different actor in the lead role. He took on the mask of the film's villain, Clayface, and killed several of the remake's cast and crew before being stopped by Batman and Robin. Later, Karlo joined the Mud Pack, an alliance of shape-changing, mutated villains who had subsequently used the name Clayface. While that group was defeated, Karlo tricked his allies, injecting himself with the essences of several of them, becoming a superhuman imbued with the abilities to change shape, melt others into protoplasm with a touch, and mimic the powers of heroes or villains he copies.

ATTRIBUTES

- Can alter his physical form, adopting the appearance of nearly anyone.
- His malleable physical form makes him extremely difficult to injure or contain.
- His touch can be poisonous.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Basil Karlo	Professional Criminal	Gotham City	Red	None	6 ft 5 in	265 lb	*Detective Comics* #40 (June, 1940)

UNLOCKING REQUIREMENT FOR BIO: Scan the prisoner behind the glass wall in the Security Control Room of the Penitentiary.

CALENDAR MAN

STORY

Fixated on the calendar, Julian Day became Calendar Man, a villain who timed and tied his crimes thematically to certain holidays throughout the year, often leaving clues by which he could be caught. Gotham City's hopes for a day off are often clouded by the knowledge that any holiday of note is likely to be shadowed by Calendar Man's presence.

ATTRIBUTES

- Obsessed with quirks of the calendar.
- Carefully plans and themes crimes around holidays.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Julian Day	Professional Criminal	Gotham City	Blue	Brown	6 ft 3 in	175 lb	*Detective Comics* #259 (September, 1958)

UNLOCKING REQUIREMENT FOR BIO: Scan the cell in the Main Cell Block with the various calendar clippings.

TWO-FACE

STORY

District Attorney Harvey Dent was one of Batman's strongest allies in Gotham City until a criminal threw acid in Dent's face, hideously scarring him. The wounds fractured his psyche, and he was reborn as a schizoid criminal mastermind, obsessed with duality. His former good-luck charm, a "two-headed" trick silver dollar, was damaged on one side in the attack and Dent has seized on it as a reflection of his half-scarred visage. He flips it to decide the fates of his victims. Despite Batman's efforts to reform his former ally, Dent is consumed by his fixation on chance and his crimes are designed to prove out his diametric philosophy.

ATTRIBUTES

- Hideously scarred on the left half of his face, which he plays up with clothing that's differently styled on one side.
- Extremely skilled with his weapons of choice: twin .45 automatics.
- Psychotic obsession with duality, designing crimes around the number two.
- Defers to his half-scarred coin in choices of life or death.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Harvey Dent	Professional Criminal	Gotham City	Blue	Brown/ Gray	6 ft	182 lb	*Detective Comics* #66 (August, 1942)

UNLOCKING REQUIREMENT FOR BIO: Scan the cell in Controlled Access with the "Vote Dent" poster on the wall.

MR. FREEZE

STORY

Victor Fries was a brilliant cryogenicist whose beloved wife Nora was stricken with a fatal degenerative disease. He placed her in suspended animation while obsessively searching for a way to cure her, but the corporation that funded his research—and Nora's life—pulled the plug, triggering an accident that transformed Fries' body into a cold-blooded form that must always be kept below zero; at normal room temperature he will die. Wielding a number of freezing weapons, he wears protective armor in his quest to somehow bring back his lovely wife and avenge her fate—which he partly holds the Batman responsible for.

ATTRIBUTES

- Scientific genius, with a specialty in cryogenics.
- Employs an extensive array of cryo-weaponry.
- His body has been permanently altered to survive at a sub-freezing state.
- Wears protective freezing armor whenever he's out in an above-zero climate.
- Motivated by his grief and anger over the fate of his wife Nora.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Dr. Victor Fries	Professional Criminal	Gotham City	Blue	None	6 ft	190 lb	*Batman* #121 (February, 1959)

UNLOCKING REQUIREMENT FOR BIO: Scan the ice-covered cell in Extreme Incarceration after locking up Harley Quinn.

MAD HATTER

STORY

Obsessed from a young age with Lewis Carroll's book Alice's Adventures in Wonderland, Jervis Tetch, an expert hypnotist, embraced a delusion that he was the incarnation of a character in the story, the Mad Hatter. Using his skills for mesmerism, the Mad Hatter has committed many crimes, often themed around the book that inspired him and his love of hats and headgear, going so far as to plant his hats with mind-control chips to amplify his hypnosis skills. Above all other headwear, he covets Batman's distinctive cowl and will stop at nothing to acquire it.

ATTRIBUTES

- Master of hypnotism and mind control.
- Obsessed with hats, especially one-of-a-kind items.
- Delusional schizophrenic with a fixation on Alice in Wonderland.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Jervis Tetch	Professional Criminal	Gotham City	Blue	Red	4 ft 11 in	115 lb	*Batman* #49 (November, 1948)

UNLOCKING REQUIREMENT FOR BIO: Scan the tea set on the ledge in the lower area of Botanical Glasshouse.

THE RATCATCHER

STORY

Once employed as an actual rat catcher in Gotham, Otis Flannegan soon started using his natural gift—an affinity with and ability to control rats—to stage a variety of crimes. Eventually his control over the vermin grew until he threatened Gotham City with a veritable army of rodents. Incarcerated many times at Blackgate, he can cause as much damage within prison as without, using his loyal pets to relay messages and transport materials inside the maze of ventilation ducts that wind throughout the giant prison.

ATTRIBUTES

- Thorough knowledge of Gotham's sewer system and Blackgate Prison's layout.
- Eerie ability to wordlessly communicate with and command all rats.
- Overvalues rodent life, especially in comparison to human life.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Otis Flannegan	Professional Criminal	Gotham City	Blue	Brown	5 ft 11 in	155 lb	*Detective Comics* #484 (April, 1988)

UNLOCKING REQUIREMENT FOR BIO: Crawl through the ventilation in Flooded Corridor and scan the gloves, mask, and book through the grate.

HUMPTY DUMPTY

STORY

An obese, bald man nicknamed "Humpty Dumpty" for his egglike form, Humphry Dumpler is obsessed with taking things apart and putting them back together. His crimes at first were minor break-ins, leading to small mechanical items no longer functioning due to Dumpler's inability to adequately reassemble them after taking them apart. But soon his obsession grew to the point that major disasters occurred in Gotham and Dumpler's crimes also extended to a gruesome attempt to "fix" his abusive grandmother by dismembering her and then attempting a Frankenstein-like reassembly. At Arkham he is a model inmate, his quiet nature and imposing physique inuring him to the madness surrounding him.

ATTRIBUTES

- Extremely tall, heavy, and strong.
- Possesses an almost unnaturally quiet, deliberate nature.
- Ritualized childhood abuse has led to a severe case of arrested development and an inability to assimilate into modern society.
- Obsessed with the processes of disassembly and reassembly.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Humphry Dumpler	Professional Criminal	Gotham City	Brown	None	6 ft 3 in	345 lb	*Arkham Asylum: Living Hell* #1 (July, 2003)

UNLOCKING REQUIREMENT FOR BIO: Find and scan the broken toy soldiers on the bench in Flooded Corridor.

KILLER MOTH

STORY

Drury Walker was a minor criminal who adopted the identity of Cameron Van Cleer, a master criminal who in turn masqueraded as the costumed super-villain Killer Moth. He is a hired gun for Gotham's gangsters, but his ingenious weaponry—including his cocoon gun—does not protect him from regular defeat at the hands of the Batman.

ATTRIBUTES

- Obsessed with fame and identity change.
- Skilled inventor.
- Amoral and motivated by feelings of insecurity and inadequacy into criminal activities in an attempt at notoriety.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Drury Walker, AKA Cameron Van Cleer	Professional Criminal	Gotham City	Brown	Brown	5 ft 9 in	155 lb	*Batman* #63 (March, 1951)

UNLOCKING REQUIREMENT FOR BIO: Climb to the upper ledge in the Aviary and scan the skeleton within the spider web.

MAXIE ZEUS

STORY

A deranged gang leader, Maxie Zeus came to believe himself an avatar of the Olympian god Zeus. Creating a cult of gang members to do his bidding, Zeus became a power-layer in the Gotham City underworld. His criminal activities are perpetrated by his army of followers, and—he believes—overseen by the Greek gods themselves.

ATTRIBUTES

- Driven by complex religious delusions.
- Charismatic leader who has developed a long-standing cult.
- Determined to extend his powerful reach and recruit new followers.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Maxie Zeus	Professional Criminal	Gotham City	Brown	Brown	5 ft 6 in	135 lb	*Detective Comics* #483 (May, 1979)

UNLOCKING REQUIREMENT FOR BIO: Scan the cell behind the weakened wall in the Patient Pacification Chamber.

PROFESSOR HUGO STRANGE

STORY

First gaining fame as a psychiatrist who declared that he'd fully analyzed the Dark Knight from afar, Professor Hugo Strange lent credence to his own claims by deducing Batman's true identity as Bruce Wayne. However, his interest in the Batman turned into a deranged obsession and he's used his medical expertise to hatch a series of bizarre plots based around genetics and mind control in order to defeat the Batman and possibly take his place. Strange's fragile mental state has left him with intermittent knowledge of Batman's true identity, a fact that hangs over Bruce Wayne's head—for if Strange ever snaps completely, Batman's greatest secret might be revealed...

ATTRIBUTES

- Trained to physical perfection.
- Brilliant psychological analyst.
- Extensive knowledge of genetics.
- Obsessed with Batman and Batman's secret identity.
- Plagued by schizophrenic episodes that leave him confused and dangerous.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Professor Hugo Strange	Psychiatrist	Gotham City	Gray	None	5 ft 10 in	160 lb	*Detective Comics* #36 (February, 1940)

UNLOCKING REQUIREMENT FOR BIO: Scan the pile of books labeled "Strange Files" in the Arkham Records Room.

PROMETHEUS

STORY

A dark reflection of Batman, Prometheus was raised by criminals who were gunned down by policemen right in front of him. Dedicating his life to destroying the law, Prometheus traveled the world and trained in the ways of murder. Clad in an armored suit that maximizes his natural skills, he is a master assassin whose physical and mental abilities rival Batman's own.

ATTRIBUTES

- Pathological need to kill law officers.
- Trained to peak physical and mental levels.
- Arsenal of weapons and deadly gadgets.

VITAL FACTS

REAL NAME	OCCUPATION	BASE OF OPERATIONS	EYES	HAIR	HEIGHT	WEIGHT	FIRST APPEARANCE
Unknown	Professional Criminal	Gotham City	Brown	White	6 ft	180 lb	*Prometheus* #1 (December, 1997)

UNLOCKING REQUIREMENT FOR BIO: Scan the wanted poster pinned to the bulletin board in the Guard Room of the Penitentiary.

THE BAT CAVE

Welcome to the Batcave. This chapter contains all of the information an aspiring Dark Knight needs to know before heading into battle. Here you'll find detailed explanations of the combat system, a breakdown of the XP system and available WayneTech upgrades, and tips on using each of the gadgets. In short, this chapter is designed to complement the user's manual that is included with your copy of Batman: Arkham Asylum. We recommend you always read the manual first to gain a basic understanding of how the game is played, then consult this chapter for additional information once you've begun to play the game.

BASICS

CONTROLS

Consult the controller schematic available in the Pause Menu or in the user's manual for a listing of the various controls. Since this game is releasing on multiple consoles, we have adopted a generic control system for use throughout this book to prevent confusion. For example, rather than referring to the Xbox 360's A Button or the PS3's X Button, we simply refer to it as the Run Button. The following table details the system for referencing controller buttons throughout this guide. This is not a complete list of the uses for each button—some advanced techniques require multiple button presses.

CONTROLLER BUTTONS REFERENCE TABLE

NAME	XBOX 360	PS3	USE
Run	A	X	Run, Climb, double-tap to Dodge/Evade, Action
Strike	X	Square	Strike, Glide Kick
Counter	Y	Triangle	Counter, Takedown
Cape Stun	B	Circle	Cape Stun
Crouch	R Trigger	R2	Crouch, move stealthily, use gadget
Aim Gadget	L Trigger	L1	Aim selected gadget
Grapple	R Bumper	R1	Grapple to targeted ledge
Detective Move	L Bumper	L2	Activate Detective Mode
Move	Left Thumbstick	Left Thumbstick	Direct Batman's direction
Camera	Right Thumbstick	Right Thumbstick	Adjust the camera's point of view, click for Zoom
Gadget Select	Directional Pad	D-Pad	Select one of eight gadgets

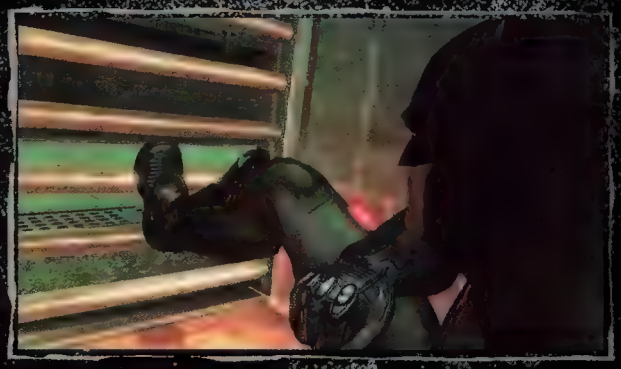
DIFFICULTY MODES

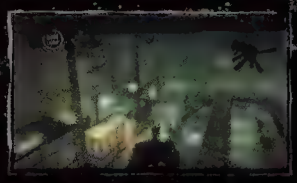
The game features the following three difficulty modes: Easy, Normal, and Hard. This strategy guide is based on the Normal Difficulty setting. The primary difference between these modes is that on Easy Difficulty, enemies inflict less damage and are less aggressive than they are on Normal Difficulty. On Hard Difficulty, however, enemies are more aggressive, inflict more damage with each attack, and boss enemies tend to use all of their available attacks right from the start. That being said, the biggest difference is that there is no attack indicator on Hard Difficulty—this means that you will have no warning indicating when an enemy is set to attack! Enemies are also more aware of Batman's hiding places on Hard Difficulty, making it that much more difficult to lurk in the shadows.

As Batman, you'll spend a lot of time exploring the various halls, caves, and yards of Arkham Island. You won't spend all of your time at ground-level, though; proper use of Batman's winged cape, the grapnel gun and other gadgets will ensure that you spend a fair amount of time in the air. Gameplay primarily consists of searching for clues to complete objectives, battling Joker's henchman and other escaped psychopaths, and searching the island for the 240 solutions to Riddler's Challenges. This is very much an action-adventure game and, although combat plays a big role in the game, there is a considerable amount of exploration.

PREDATORY MOVES

It's important to remember that Batman's nickname isn't the Dark Knight for nothing—the more time you spend in the shadows, hiding out of sight until the last moment, the better you will fair. After all, Batman does not believe in inflicting lethal force on his enemies. This strict moral code poses a great risk when dealing with armed enemies if he doesn't plan out his actions and take down his enemies without being detected. Approaching an armed enemy head on is suicide—you must learn to use the environment, the shadows, and Batman's gadgets to survive encounters with armed enemies! Here are the most common ways to avoid detection.





Ventilation System: Arkham Asylum's ductwork is perfect for getting the drop on an enemy. Pull the grate off one end of the ventilation system and crouch down to enter it. Use Detective Mode to monitor enemies while moving about.

Floor Grates: Just like the ventilation system, these small underground passageways lead from one grate to the next. Stand over a vented floor grate and press the Crouch and Run Buttons to go underneath the floor. This is the perfect way to sneak behind an enemy.

Gargoyles: Grapple up to these massive statues that line the ceilings of most rooms to avoid detection. You can plot your moves and launch a number of attacks from atop these gargoyles. Rapidly swing from one gargoyle to the next to escape enemies.

Ledge Shimmy: The Joker doesn't employ the smartest bunch of thugs. This makes it possible for Batman to grapple into a hanging position on a walkway where an enemy is patrolling. Climb up behind a foe to perform a Silent Takedown, or grab him by the neck and pull him over the ledge!

Corners: Batman can also take Corner Cover by crouching down behind a wall at a corner. Press the Run Button to make him go into Corner Cover; you can also throw Batarangs while in Corner Cover.

ARMED ENEMY ENCOUNTERS

Since dealing with gun-toting enemies requires more thought and finesse than fighting unarmed henchmen, we've included special strategies for every armed enemy encounter in the game. Look for these special callout boxes throughout the walkthrough portion of this book.

Invisible Predator Takedowns

Batman can perform a number of takedowns while remaining undetected. Hide in the shadows and perform any of the following takedowns to eliminate Joker's henchmen:

Silent Takedown: Sneak up behind an enemy and choke him into unconsciousness (silent).

Ground Takedown: Grabs a downed enemy and punches him in the face (silent).

Corner Takedown: Stay in Corner Cover and wait for an enemy to approach to take him out (silent).

Ledge Takedown: Hang from a ledge and pull an enemy over the railing (noisy).

Glide Kick + Ground Takedown: Swoop down from a gargoyle or ledge and kick an enemy, then perform a Ground Takedown (noisy).

Glass Smash Takedown: Stand atop a glass ceiling and drop through it onto an unsuspecting foe (noisy).

Inverted Takedown: Hang from a gargoyle and drop down to grab an enemy and leave him hanging by his feet (noisy).

DETECTIVE MODE

Detective Mode is commonly used to analyze evidence and track a subject via the chemical composition of a person's breath, his DNA, or some other means. Although this is an important use of Detective Mode in Story Mode, this impressive combination of thermal imaging and night vision is especially useful when dealing with armed thugs. While in Detective Mode, unarmed enemies appear blue in color, while armed enemies appear red. Additionally, Detective Mode can be used to gain an instant count of the number of enemies in a given area.

There is one extra benefit to using Detective Mode: it shows an enemy's emotional state and heart rate! Although this shouldn't play a major role in your tactics, it helps to know the tendencies of your enemy.

Calm: Henchmen who are calm are less likely to notice inadvertent noises or movements in the shadows. They don't stray far from their assigned posts or patrol routes and don't actively search for Batman. Average heart rate of 90 beats per minute.

Nervous: It doesn't take much to elevate a henchman's heart rate and put him on edge—they'll go from calm to nervous after finding one of their unconscious comrades. Nervous henchmen tend to spread out and veer from their specified patrol patterns. They will actively look for Batman, but they seem confident that they won't be the next victim, so it's still possible to sneak up behind them. Average heart rate of 120 beats per minute.

Terrified: Henchmen who have encountered a few of Batman's victims will get very scared and become quite jumpy. They'll shoot at shadows, wander around erratically, and tend to turn around and keep their backs to the wall more often. It can be very difficult to sneak up on an enemy who is this frightened, so look for ways to dispatch them from a distance. Average heart rate of 156 beats per minute.

FREEFLOW COMBAT

Batman has a number of basic moves at his disposal including Strike, Dodge, Counter, Cape Stun, and Ground Takedown. He can perform each of these moves from the time he arrives on the island without the need to unlock any upgrades. Use these maneuvers against unarmed henchmen to initiate a combo and enter FreeFlow mode.

FreeFlow combos begin on the third strike and give Batman the power to land Critical Strikes. To perform a Critical Strike, press the Strike Button while pointing the Movement Controls toward the next enemy at the exact moment the current strike hits an enemy. Doing so allows Batman to dramatically increase his power (up to three times as much damage is delivered) and his strike range. It's not uncommon to strike one enemy and then see Batman leap and spin across a room to hit another foe with a Critical Strike, provided you time the button press correctly. Most importantly, the multiplier is increased by one each time you successfully link another move, whether it's a Strike, Counter, Cape Stun, or some other technique.

XP Bonuses

You gain access to numerous combat upgrades and techniques through WayneTech each time Batman reaches an XP milestone. XP, also known as Experience, is primarily earned through combat. You earn XP for each enemy you defeat based on the type of enemy and the skills used in combat.

- You earn an XP combo bonus in fights against three or more enemies. This is awarded at the conclusion of the fight and is worth 10x the maximum combo. For example, achieving a maximum combo of 12 during a fight will result in a 120 XP bonus!

- The variation bonus is another valuable tool for earning XP. This is awarded at the end of the fight based on the number of unique combat moves linked together in a single combo. There are a total of nine moves to link for the maximum variation bonus: Strike, Counter, Dodge, Cape Stun, Combo Batarang, Batclaw, Ground Takedown, Special Combo Throw, and Special Combo Takedown. Obviously, many of these must first be acquired through WayneTech.

VARIATION BONUS

NO. MOVES	XP BONUS
3	25
4	50
5	75
6	100
7	150
8	200
9	250

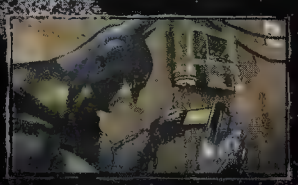
- XP is also earned based on the type of enemy defeated, for solving Riddler's Challenges, destroying Joker Teeth and Ivy's plant pods, and defeating key Titan henchmen.

XP VALUES PER ENEMY & TASK

ENEMY/TASK	XP AWARDED
Unarmed henchman	25
High security henchman	50
Pipe-wielding henchman	35
Stun baton Henchman	75
Rifle/Shotgun henchman	50
Sniper	50
Lunatic	50
Titan henchman	1000
Destroy Joker teeth	50
Destroy Ivy plant pod	25
Riddler trophy	200
Interview tape	200
Chronicle of Arkham	200
Secrets map	200
Solve a riddle	200
Complete story objectives	Varies

GADGETS

Batman begins the night with his trusty Batarang. He can use it to knock down enemies or cut ropes, but it is the only one of eight possible gadgets that he can initially select. The other gadgets are acquired as Batman progresses through Story Mode and by purchasing special Batarang upgrades via WayneTech.



Batarang: Initially available, use cut ropes, and stun enemies. Can be upgraded to knock down enemies and even use in combat with a Quick Batarang Combo to extend FreeFlow combo.

Multi-Batarang: Available through WayneTech in twin and triple forms. Throw multiple Batarangs at once to down two or three enemies simultaneously.

Explosive Gel: Acquired through Story Mode. Spray up to three doses on different surfaces and detonate them remotely to blow through walls, stun enemies, or lay traps. Can be upgraded for proximity detection and selective targeting.

Remote Control Batarang: Available through WayneTech. Use Movement Controls to steer the Remote Control Batarang over great distances to knock down multiple enemies or distant snipers. Has a quick recharge time.

Batclaw: Available through Story Mode, eventually upgraded to Ultra Batclaw. Pull over a single enemy (or three with Ultra Batclaw) and can be used as part of FreeFlow combo. Batclaw can yank ventilation grates off walls or ceilings, while the Ultra Batclaw can pull down breakable walls and ceilings.

Cryptographic Sequencer: Acquired through Story Mode. Used to hack security control gates and gain access to otherwise locked areas. Can be upgraded to increase the range of effectiveness and greater ease for hacking.

Line Launcher: Acquired through Story Mode. Use for crossing between two distant—but horizontal—areas. Cannot be used on an angle or in any vertical direction. Used to stun enemies by kicking them (and can be used through plate glass windows), but it is slow and tough to use in combat situations.

Sonic Batarang: Available through WayneTech and can be upgraded to Sonic Shock Batarang. Tuned to match the frequency of Suicide Collars to lure enemies into traps. Has a very slow recharge time. Detonate Sonic Shock Batarang when an enemy is near to knock him out. Sonic Batarangs cannot be used in any area once a Sonic Shock Batarang has been detonated. Make sure to detonate the Sonic Shock Batarang only if the targeting reticule is yellow, or else it will simply short-circuit and fail to knock out any enemies.

Gadget Takedowns

Use the aforementioned gadgets to perform the following variety of takedowns:

Batarang + Ground Takedown

Explosive Gel + Ground Takedown

Debris Takedown with Explosive Gel on weak wall

Batclaw or Ultra Batclaw to yank an enemy over a ledge

Line Launcher to kick enemy followed by Ground Takedown

Sonic Shock Batarang for instant takedown with direct-hit or by detonating in radius.

WAYNETECH

You earn your choice of an ever-expanding selection of WayneTech upgrades each time Batman reaches an XP milestone. There are 20 upgrades in total and, although some aren't initially available, you can choose from any of the available upgrades each time Batman fills the XP meter. As you can see in the following table, you typically need 5000 XP per upgrade during the latter half of the game. To reach this number, you need to take part in combat and solve lots of Riddler's Challenges to guarantee that you earn all of the upgrades.

XP REQUIREMENTS PER UPGRADE

UPGRADE	XP REQUIRED
1	2000
2	2000
3	2500
4	3000
5	3500
6	4000
7	4500
8	5000
9	5000
10	5000
11	5000
12	5000
13	5000
14	5000
15	5000
16	5000
17	5000
18	5000
19	5000
20	5000

COMBAT UPGRADES

Special Combo Throw

Allows Batman to perform an unblockable grab and throw after achieving a combo score of x8. Can be directed to inflict damage on multiple targets. Batman can continue to chain attacks after a Special Combo Throw.

Throw: Run + Strike Buttons

Choose Direction to Throw: Movement Controls

Special Combo Takedown

Available only after Special Combo Throw has been acquired. Allows Batman to perform an unblockable instant takedown after achieving a combo score of x8. Batman can continue to chain attacks after a Special Combo Takedown move.

Takedown: Cape Stun + Counter Buttons

Special Combo Boost

Unlocked only after Special Combo Throw has been acquired. Allows Special Combo Moves to be executed after achieving a combo score of x5 instead of x8.

Combo Batarang

Powers up the Batarang during combos so that it can be used to knock down thugs.

Batarang: Tap Aim Gadget Button

Critical Combo Strikes

Doubles the power of normal combo strikes when strikes are perfectly timed. Increase combo score by x2 for each Critical Strike allowing for quicker activation of Special Combo Moves.

SPECIAL MOVES

Inverted Takedown

Allows Batman to swoop down and grab assailants as they pass underneath gargoyles and leave them strung up.

Hang From Gargoyle: Cape Stun Button

Inverted Takedown: Counter Button

BATSUIT UPGRADES

Each Batsuit upgrade expands the size of Batman's health meter by an extra block. We recommend upgrading the Batsuit once or twice early in the game, leaving the final two Batsuit upgrades for later. Having all four Batsuit upgrades is especially important before taking on the Extreme Combat Challenges available in Challenge Mode.

Armor Upgrade V1

Military grade spun para-aramid fibers molded into the Batsuit chest piece provide greater protection from attack.

Armor Upgrade V2

Available only after Armor Upgrade V1 has been acquired. Super lightweight nano-engineered polymer plating incorporated into the Batsuit creates a more resilient outer shell.

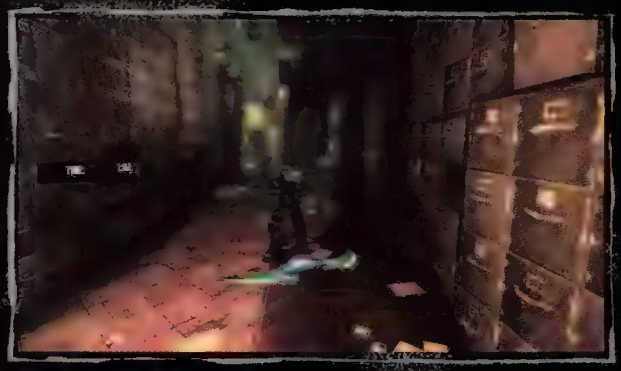
Armor Upgrade V3

Available only after Armor Upgrade V2 has been acquired. Ultra strong micro plating developed by WayneTech, layered between the regular armor and the undersuit.

Armor Upgrade V4

Available only after Armor Upgrade V3 has been acquired. Batsuit soaked in top secret prototype formula, developed by Lucious Fox at WayneTech. Durability is massively increased without additional weight while retaining full movement and flexibility.

BATARANG UPGRADES



Batarang Power

Upgrades the standard Batarang power, increasing the time an assailant stays down when hit.

Twin Batarang

Allows two targets to be taken out simultaneously. Once thrown, requires a short period of time before it can be used again. Also upgrades Combo Batarang.

Triple Batarang

Available only after Twin Batarang has been acquired. Allows three targets to be taken out simultaneously. Once thrown, requires a short period of time before it can be used again. Also upgrades Combo Batarang.

Remote Control Batarang

Special Batarang that can be directly controlled by Batman after being released. Once thrown, requires a short recharge period before it can be used again.

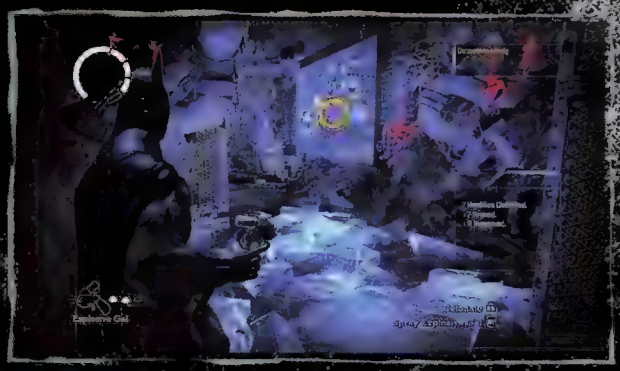
Sonic Batarang

Tuned to resonate at the exact frequency of the Arkham Suicide Collars, attracting nearby Joker henchmen. Useful for luring targets into traps or away from an area of importance. Once thrown, requires a short recharge period before it can be used again.

Sonic Shock Batarang

Available only after Sonic Batarang has been acquired. Serves as an upgrade to the Sonic Batarang. Allows this to be detonated once thrown to overload the suicide collar of a nearby henchman, incapacitating him. However, the residual interference will stop any further Sonic Batarangs from being effective in this location.

EXPLOSIVE GEL UPGRADES



Multiple Frequency Detonation

Allows selective detonation of Explosive Gel. Useful for advanced Takedown tactics.

- **Zoom in on charge to be detonated:** Click Camera Controls
- **Detonate Specific Charge:** Aim Gadget + Grapple Buttons

Auto Proximity Detonation

Upgrades the Explosive Gel to automatically detonate if nearby threat detected. Temporarily incapacitates targets.

CRYPTOGRAPHIC SEQUENCER UPGRADES

Cryptographic Range Amplifier

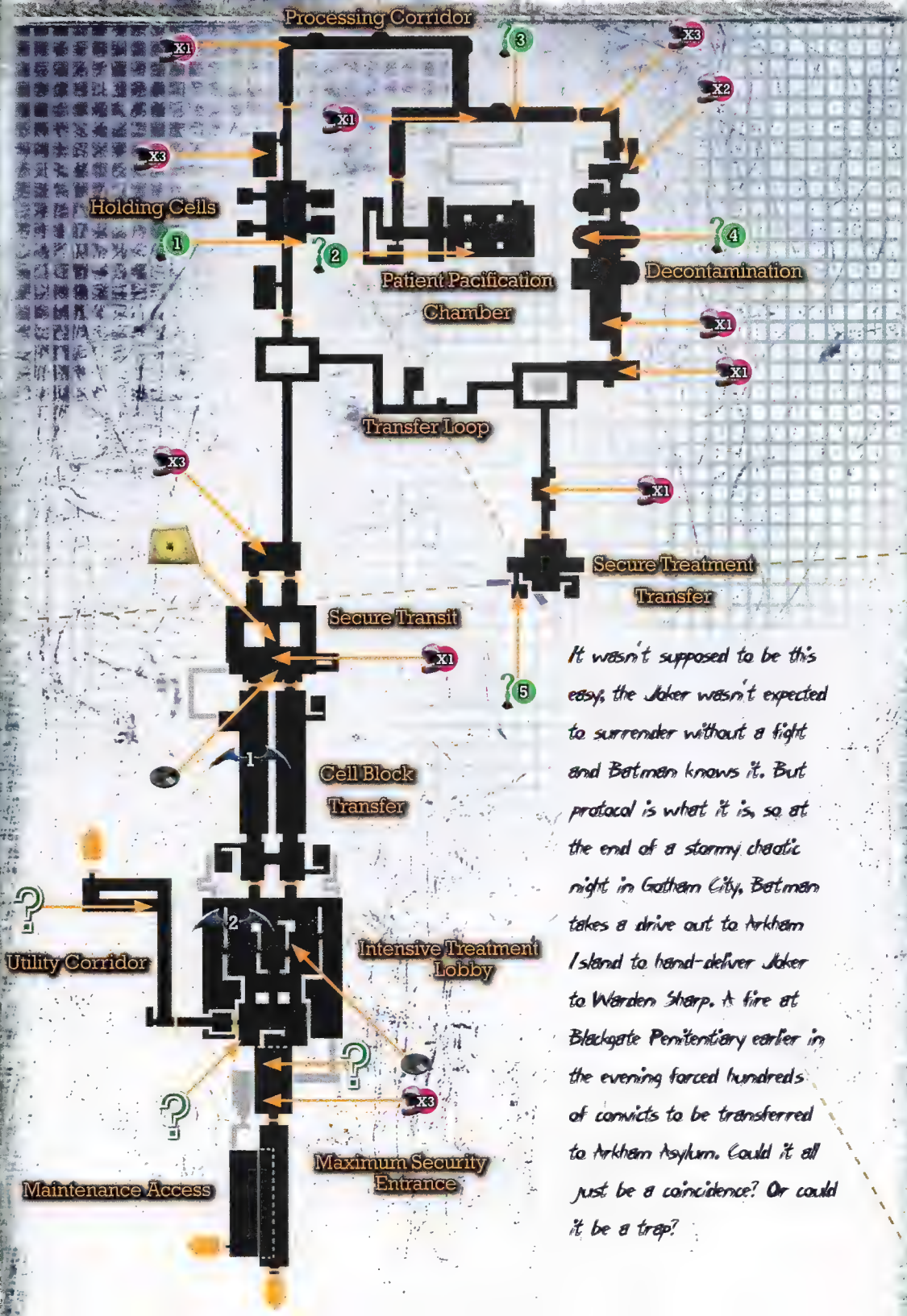
Increases effective range of the Cryptographic Sequencer, allowing Batman to override out-of-reach Control Points and gain access to areas that would otherwise be inaccessible.

Cryptographic Power Amplifier

Increases the power of the Cryptographic Sequencer, allowing easier deciphering of security systems.

ARKHAM
ASYLUM

INTENSIVE TREATMENT



It wasn't supposed to be this easy, the Joker wasn't expected to surrender without a fight and Batman knows it. But protocol is what it is, so at the end of a stormy chaotic night in Gotham City, Batman takes a drive out to Arkham Island to hand-deliver Joker to Warden Sharp. A fire at Blackgate Penitentiary earlier in the evening forced hundreds of convicts to be transferred to Arkham Asylum. Could it all just be a coincidence? Or could it be a trap?

OBJECTIVES

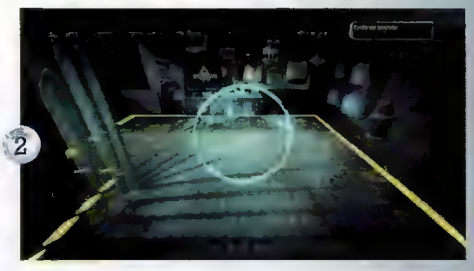
RIDDLER'S CHALLENGES

AVAILABLE DURING FIRST VISIT

CHALLENGE TYPE	ROOM	GADGET REQUIRED
(5)	Processing Corridor	None
(10)	Decontamination	None
(20)	Intensive Treatment Lobby	None
1	Holding Cells	None
2	Patient Pacification Chamber	None
3	Processing Corridor	None
4	Decontamination	None
5	Secure Treatment Transfer	None
	Secure Transit	None
	Intensive Treatment Lobby	None
	Secure Transit	None
	Intensive Treatment Lobby	None
	Intensive Treatment Lobby	None
	Utility Corridor	None

1

Locate and analyze the Holding Cells for evidence.

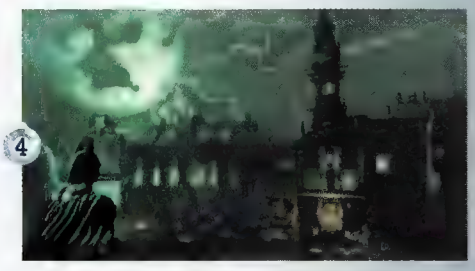


2

Scan the crime scene area to isolate a forensic trail.

3

Track Gordon's movements by following Boles' whiskey trail.



4

Escape from Intensive Treatment to the island surface.

WELCOME TO THE ASYLUM

Warden Sharp and his security personnel greet Batman just inside the gate to the asylum when he arrives. They waste no time strapping the Joker to a handcart. Walk with the guards as they wheel the Joker from the Intensive Treatment Lobby through the Cell Block Transfer area and down an elevator to the Holding Cells.

Batman is prevented from venturing any deeper into the asylum for fear of agitating the inmates and is helpless as the Joker breaks free. Thanks to an unidentified accomplice working on the inside, the Joker slips through the deactivated security gate and vanishes into the depths of the Intensive Treatment facility.

INTRODUCTION
HEROES & VILLAINS
THE BATCAVE
WALKTHROUGH
01 | INTENSIVE TREATMENT
02 | ARKHAM ISLAND
03 | MEDICAL WING
04 | ARKHAM ISLAND
05 | CAVES
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07 | ARKHAM MANSION
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11 | BOTANICAL GARDENS
12 | ARKHAM ISLAND
13 | INTENSIVE TREATMENT
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15 | TITAN IVY
16 | PARTY CRASHER
THE RIDDLER'S CHALLENGE
SPIRIT OF ARKHAM
CHALLENGE MODE

The Joker's accomplice waits for Batman to break through the security glass before deactivating the electronic gates to the cells. This fight serves as a tutorial of sorts: Press the Strike Button to punch and kick the inmates. You are prompted to press the Counter Button while fighting the second batch of enemies. When the wavy lines appear above an enemy's head, it indicates that he's about to attack. Quickly press the Counter Button while pushing the movement controls in his direction to inflict a bone-bruising counterattack.

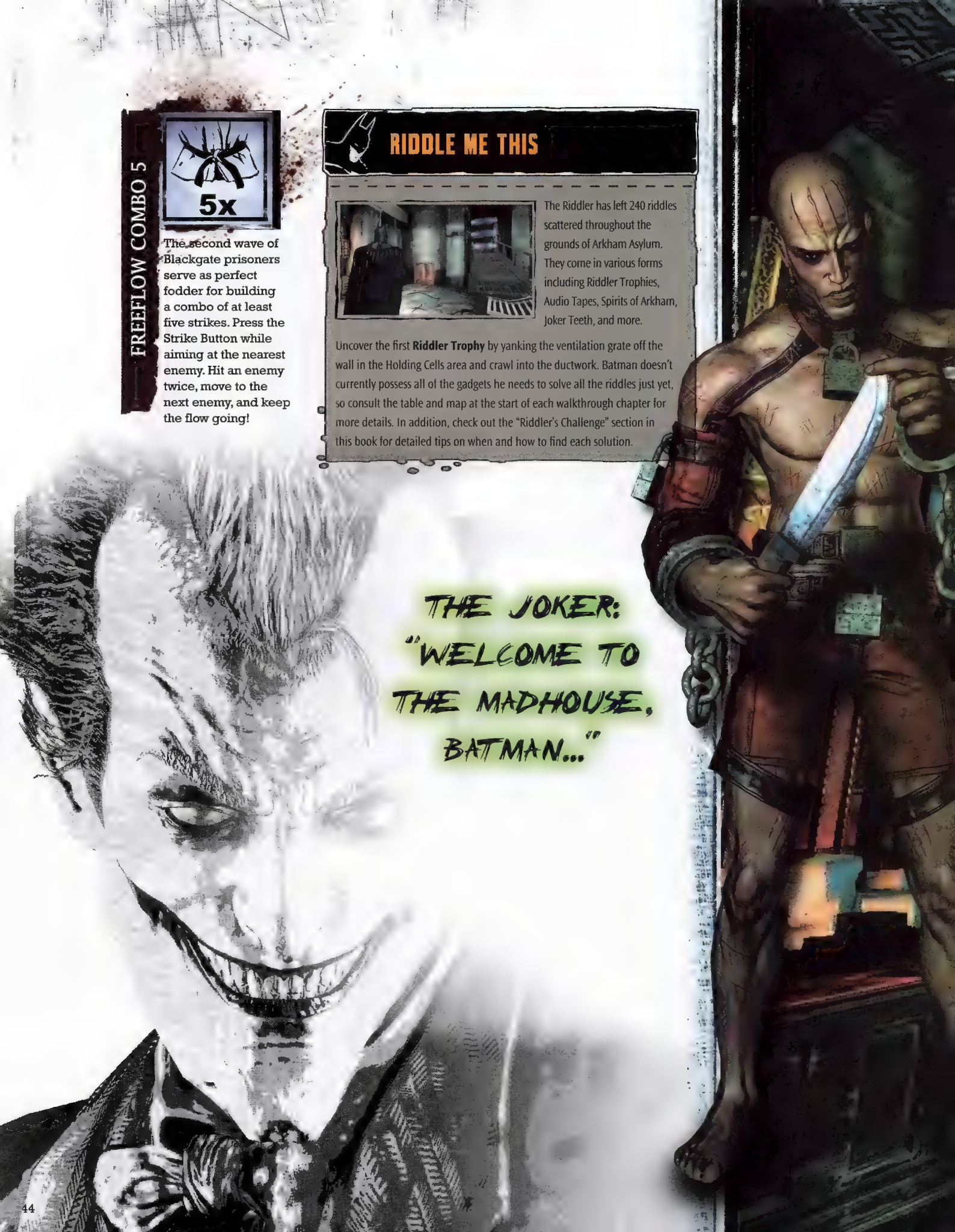
FREEFLOW COMBO 5

The second wave of Blackgate prisoners serve as perfect fodder for building a combo of at least five strikes. Press the Strike Button while aiming at the nearest enemy. Hit an enemy twice, move to the next enemy, and keep the flow going!

RIDDLE ME THIS

The Riddler has left 240 riddles scattered throughout the grounds of Arkham Asylum. They come in various forms including Riddler Trophies, Audio Tapes, Spirits of Arkham, Joker Teeth, and more.

Uncover the first **Riddler Trophy** by yanking the ventilation grate off the wall in the Holding Cells area and crawl into the ductwork. Batman doesn't currently possess all of the gadgets he needs to solve all the riddles just yet, so consult the table and map at the start of each walkthrough chapter for more details. In addition, check out the "Riddler's Challenge" section in this book for detailed tips on when and how to find each solution.



THE JOKER: "WELCOME TO THE MADHOUSE, BATMAN..."

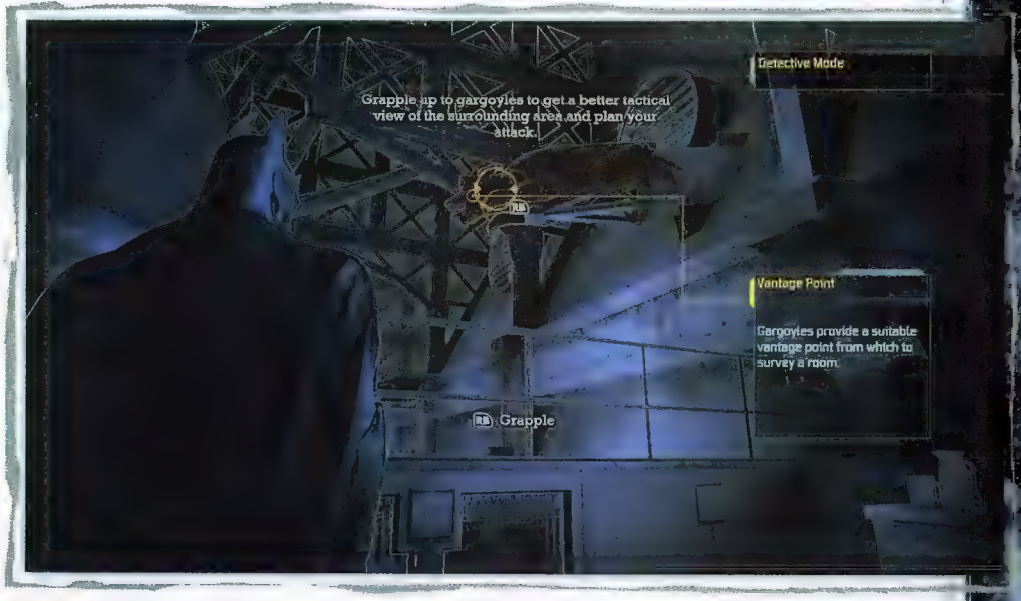
Batman has no choice but to delve deeper into the Intensive Treatment facility in hopes of recapturing the Joker. Head up the hallway to the Processing Corridor and use Aim Mode to destroy the **Joker Teeth** with a series of Batarang throws. Continue down the hallway to the two inmates near the intersection. Beat them down, talk to Eddie Burlow near the locked door on the left, then head down the hall to the right. Batman will radio Oracle, his information retrieval expert, to update her on the situation.

COMBAT CHALLENGE UNLOCKED

Use the Batarang to destroy the five Joker Teeth scattered around this area to unlock the first of many Combat Challenges. These bonus challenges are accessible via the main menu. Consult the "Challenge Mode" chapter in this book for tips on unlocking each challenge and for expert strategy on how to conquer each one!

Enter the Patient Pacification Chamber and speak to Zach Franklin near the security gate. One of the asylum's prisoners, Zsasz, has captured a security guard named Mike and is threatening to fry him in the electric chair if anyone gets too close. Head up the stairs to the balcony overlooking the electric chair and speak to the guard. Batman will instruct the guards to keep Victor Zsasz distracted while he swoops in from above.

Activate Detective Mode and locate the gargoyles near the ceiling. Press the Grapple Button to grapple up to the first one, then swing across to the other two to get behind Zsasz. Hold the Strike Button while facing Zsasz to perform the Glide Kick. The Glide Kick will knock Zsasz down and temporarily stun him, but he'll get up if you don't perform a Ground Takedown. Press the Crouch and Counter Buttons simultaneously to deliver a final blow.


Detective Mode
Grapple up to gargoyles to get a better tactical view of the surrounding area and plan your attack.
RB
Vantage Point
Gargoyles provide a suitable vantage point from which to survey a room.
RB Grapple

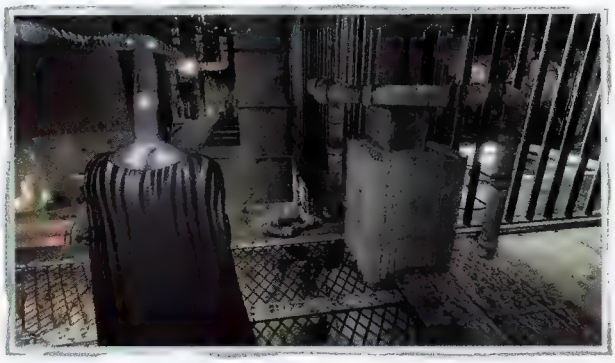
SHOCKING RESCUE

Grapple to the gargoyles to get behind Zsasz without being spotted, then Glide Kick the lunatic in the back. Perform a Ground Takedown to knock him out and unlock this bonus.

Although Batman successfully defused this situation, Harley Quinn soon reveals herself on the monitor and shows Batman just how big of a trap he's sprung—she has Warden Sharp bound and gagged and has cut communication with the rest of the city.

Rip the two ventilation grates off the walls in the room with the electric chair; grab the **Riddler Trophy** from behind one, then crawl up the sloped ductwork behind the other. Continue through the ventilation system to the next **Riddler Trophy,** then kick out the grate on the right and hop down. The door to the Decontamination area is now unlocked. Smash the **Joker Teeth** and follow Eddie Burlow to the window.

Someone has unleashed a few canisters of Joker Toxin in the Decontamination room and the extractor fan is offline. Batman must find a way to ventilate the room and rescue the guards before they die. Grapple to the ledge above the spot where Eddie Burlow is standing, kick out the grate, and pull the first guard to safety.



JOKER TOXIN DENSITY

The green gas in the Decontamination area is known as Joker Toxin and it's incredibly deadly. The one good thing about Joker Toxin is that it is very dense and sinks to the floor. This makes it possible to jump and grapple around the room in the space above the toxin without being poisoned. Don't worry if Batman falls into the cloud of toxin—just quickly press the Grapple Button and he'll automatically extricate himself.

Hold the Run Button to sprint toward the ledge and automatically jump across to the next platform. Grapple to the upper platform and rescue the second guard. Jump and glide down to the next platform and approach the Blackgate inmate clinging to the side of the ledge. Save him or leave him hanging, the choice is yours. Now toggle Detective Mode on and locate the Extractor Control Point in the office. Hit the control panel with a Batarang to jumpstart the fans and clear the room of the Joker Toxin. Destroy the three Joker Teeth in the Decontamination area and duck underneath the floor grate in the center of the room to find a **Riddler Trophy**.

LEAVE NO MAN BEHIND

Glide from the upper platform to the one opposite the control point and locate the Blackgate convict. Batman can leave the convict hanging, but that won't unlock the bonus. Hoist the prisoner up (Batman will automatically knock him out) to save him and earn this bonus.

Continue south to the Transfer Loop and follow the green arrows on the floor past the **Joker Teeth** and Blackgate inmates to the Secure Treatment Transfer area. Normally it wouldn't be a good idea to follow arrows left by the Joker, but Batman doesn't have any choice right now.

BATMAN'S FIRST UPGRADE

Chances are good that the Joker Teeth in the Transfer Loop area will provide Batman with enough XP to fill the meter and earn his first WayneTech upgrade. Although there are a number of upgrades available, we highly encourage all first-time players to select Armor Upgrade V1.

VENOM HENCHMAN

Joker arranged for Batman to follow him to the Secure Treatment Transfer area so that he could unleash his newest experiment on him. The Venom Henchman is a goliath with hulking strength and surprising speed. Fortunately, this beast's intelligence is on par with its looks. The Venom Henchman will primarily attack by charging toward Batman in an attempt to bowl him over. It will also attack by throwing one of the guard's bodies at Batman, plus this beast can create a small shockwave with its ground punch.

Batman can't stand toe to toe with this monstrosity without first stunning it. Stand as far back from the Venom Henchman as possible and target its face with a Batarang or two as it charges forward. It will raise its arm to shield its face from the Batarangs and continue running straight into the wall. Double-tap the Run Button to dodge out of the way, then turn and unload on the Venom Henchman with a series of five punches and kicks. It will punch the ground in anger after clearing its head, so dodge away and run to the other side of the area. Watch out for another thrown body, then continue to stand tall and stun the galloping Venom Henchman with Batarangs to make the creature run into the wall again.

MALPRACTICE NEEDS MORE PRACTICE

Defeat the Venom Henchman by leading it into a wall three times, unleashing a short combination of attacks while it's dazed. The Venom Henchman can withstand the punishment for only so long and the bonus will be yours!

Batman isn't completely alone after the Joker retreats into Extreme Isolation: there's a security guard holed up in the nearby booth. Collect the **Riddler Trophy** from the unoccupied booth, then talk to the guard. The Joker will interrupt the conversation with another message on the monitor. He's states that he used security guard Frank Boles to capture Commissioner Gordon as a present for Harley. Batman can't go after the Joker without first rescuing Gordon!

THE JOKER: "SILLY BATS, I DON'T WANT TO ESCAPE. I'M HAVING WAY TOO MUCH FUN!"

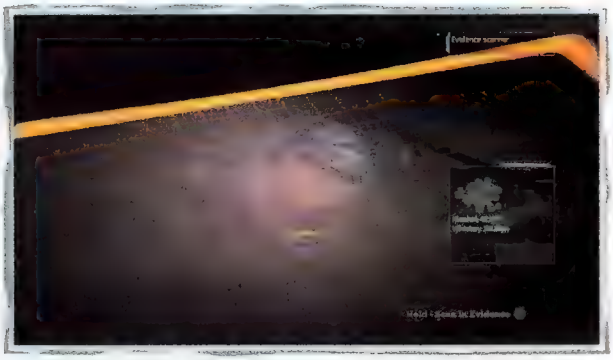
RESCUE COMMISSIONER GORDON

LOCATE & ANALYZE THE HOLDING CELLS FOR EVIDENCE

Return to the Transfer Loop and head west to the southern entrance to the Holding Cells area. This is the spot where Batman and Commissioner Gordon helped escort the Joker when they first arrived.

SCAN THE CRIME SCENE AREA TO ISOLATE A FORENSIC TRAIL

Boles waited until everyone else had cleared out, then snuck up behind Commissioner Gordon and knocked him out. Activate Detective Mode to see if Boles or Gordon left a clue. In this case, Boles left his flask of bourbon behind. By analyzing the bourbon, Batman can follow a trail of whiskey from Boles' breath.



CRIME SCENE SEARCH

Batman's Detective Mode automatically outlines a specific area when he's searching a crime scene. In this case, the area is the office where Gordon was attacked. Slowly pan around the area within the orange border to find a clue, then press and hold the Scan Button to analyze the clue.

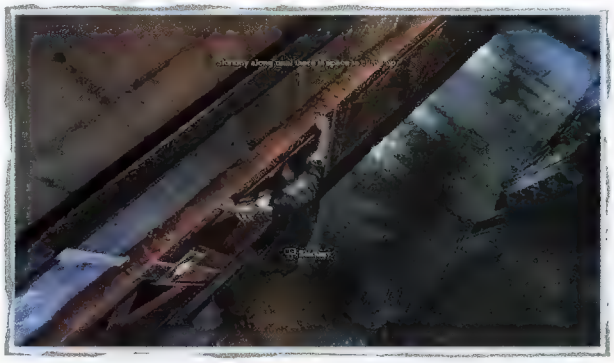
TRACK GORDON'S MOVEMENTS BY FOLLOWING BOLES' WHISKEY TRAIL

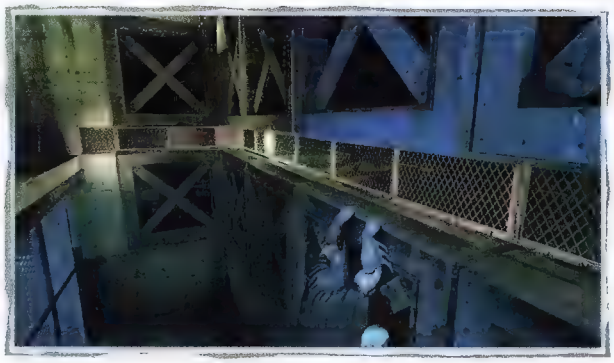
Keep Detective Mode active and follow the faint clouds of whiskey breath southward through the Transfer Loop to Secure Transit. Batman arrives just in time to rescue Henry Smith, a guard at Arkham, from the elevator Harley sends crashing down at him. Continue south to Cell Block Transfer by climbing the elevator shafts; simply use the grapnel gun to grapple from ledge to ledge. Take a moment to talk to Henry and collect the **Interview Tape** from the desk in the office up the stairs—it's a recording of Harley Quinn.

THE RIDDLER ISN'T READY JUST YET

Diligent explorers will no doubt discover the secret cave beneath the elevator shafts. This and numerous other secrets, such as those lurking behind structurally weak walls and out-of-reach ventilation grates, will necessitate a return trip at a later point in the game.

Grapple up to the platform near Henry to begin the ascent. Batman must grapple and leap to a ledge where he can then shimmy across to the right. Climb up to reach the maintenance platform and continue a counter-clockwise ascent around the elevator shafts in the Secure Transit area to the top. Press the Run Button to make Batman hoist himself up and over the ledges and hold the Crouch Button to duck underneath the low-hanging wall. Ignore the area in the center (between the two elevator conduits) and continue along the perimeter.





Jump and grab the narrow ledge to the right and shimmy all the way around the corner up ahead to the next level. Grapple to the ledge high above and crawl underneath the fence to reach a tiny passage that leads to the first **Chronicle of Arkham**, a mysterious series of messages left behind by the island's founder.

Grapple into a hanging position on the final ledge and scout the opposition. There are five Blackgate prisoners located at the top of Secure Transit, two of whom are wielding a pipe. Climb up and use a quick-throw of the Batarang and a series of punches and kicks to take them down. Watch for enemy attacks and press the Counter Button to disarm the Blackgate prisoners of their melee weapons. The thugs will get back up once or twice if a Ground Takedown isn't performed, which can leave Batman open to attack. Try to stun a few enemies and create some distance before moving in for the Ground Takedown. Destroy the **Joker Teeth** and continue through the ventilation system to reach the Cell Block Transfer area.

BRINGING A BATARANG TO A GUN FIGHT

Batman's first encounter with armed enemies is just ahead. This is a good time to mention that he is very vulnerable to gunfire. Although upgraded armor can lessen the damage, challenging armed gunmen to a fight is suicide. Batman must use his intelligence and ability to stealthily move through the environment to gain the upper hand.

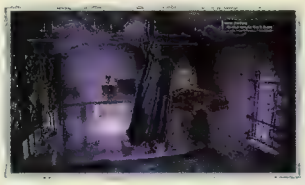
In this guide, each encounter with armed enemies gets a special treatment. Pay extra attention to the Enemy Encounter sections throughout the walkthrough for expert tips on how to neutralize the enemy with a minimum amount of risk.

ARMED ENEMY ENCOUNTER #1: CELL BLOCK TRANSFER

4 Armed

Exit the ductwork and remain out of sight near the wall; do not approach the security guard who was just shot! Batman will radio to Oracle and discuss altering his Detective Mode to highlight enemies with firearms (they'll appear red). Go into Detective Mode to spot the four armed hostiles. Three are on the floor around the corner, while a fourth is in a surveillance room up a flight of stairs to the south.

Grapple to the gargoyle directly overhead, then swing across to the other gargoyles to move behind the enemies without being seen. Tap the Run Button to drop straight onto the floor, then press and hold the Crouch Button to sneak up behind the nearest enemy. Remain in a crouched position and press the Counter Button to perform a Silent Takedown. Do this to the other two enemies here.

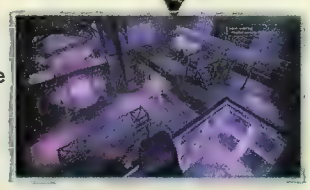


Now it's time to take out the final armed assailant, who's up the stairs having a video conference with the Joker. Stay crouched and sneak up behind him to perform a Silent Takedown. Crawl through the ductwork leading from the surveillance office to reach the Intensive Treatment Lobby.

ARMED ENEMY ENCOUNTER #2: INTENSIVE TREATMENT LOBBY

6 Armed

Three armed enemies patrol the Intensive Treatment Lobby not far from the ductwork. Immediately sneak up behind the nearest thug and perform a Silent Takedown to eliminate him. Now grapple to the roof of the office in the center of the area and stand above the glass ceiling. Continue to monitor the enemy positions while in Detective Mode and wait for one of them to walk underneath Batman. Press the Counter Button to perform a takedown by dropping through the glass ceiling onto the guy. Depending on where the third enemy is located (enemy patrols and reactions are random), try to quickly grapple to a gargoyle along the perimeter of the area, return to the roof of the office, or duck beneath the floor through one of the grated floor panels. The remaining enemy will either slowly make his way toward the office in the center or continue to patrol the perimeter. Get the drop on him by performing a Silent Takedown.



The second wave of enemies will enter from the south end of the area. While still atop the office, watch them split along separate paths and wait for one to get out of sight of the others—always think about line of sight before making a move! Use the Glide Kick to take down a lone enemy, then quickly perform a Ground Takedown to knock him out. Immediately grapple to the nearest gargoyle to avoid detection. Wait for the two remaining gunmen to split up and make your move. Stay in the shadows and attack once the enemy is alone.

Climb the ladder to the walkway where the second wave of enemies appeared and destroy the final three **Joker Teeth.** Approach the corpse of Frank Boles on the dolly to see a message left by the Joker. The trail may have gone cold, but Batman is about to get some unexpected assistance. He receives communication from the Riddler, aka Edward Nigma, and is presented with his first riddle.

DON'T CUT YOURSELF ON THIS SHARPLY OBSERVED PORTRAIT.

Walk back to the edge of the raised level near the ladder and look to the left to spot a framed portrait of Warden Sharp. Go into Detective Mode and scan the portrait to solve the riddle. A guard named William North unlocks a door to the Utility Corridor as soon as this riddle is solved.

UP TO THE CHALLENGE?

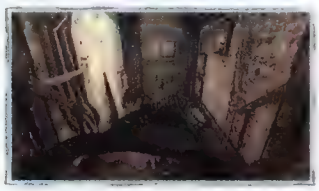
From this point forward, every time Batman enters a new level, a series of Riddler's Challenges will appear in the Map Menu. Also, whenever Batman enters a room that has a specific riddle, that riddle will appear on-screen as a reminder. Each riddle that can be solved during initial visits within the walkthrough will be covered in the walkthrough. For those that must be tackled on a subsequent visit, refer to the "Riddler's Challenge" chapter. Batman gains a wealth of additional XP each time he solves a riddle. These riddles also unlock a number of character bios and character trophies in the process.

Don't exit the area just yet! Grab the **Interview Tape** from the desk in the central office, then return through the office to the eastern side of the room. It's time to solve another riddle! After solving the riddle, speak to William North.

A PUZZLE HAS MANY SIDES, BUT ONLY SOME ARE VISIBLE.

Stand inside the office in the center of the Intensive Treatment Lobby and activate Detective Mode. Study the windows on the southern side of the office and locate the upper portion of the "?" on the window near the door. Now position Batman and manipulate the camera controls to line up the question mark on the window with the dot painted on the wall in the distance, beneath the vents. After aligning the "?", press and hold the Detective Mode Button to solve the riddle.

ESCAPE FROM INTENSIVE TREATMENT TO THE ISLAND SURFACE



Enter the door to the Utility Corridor and continue through the narrow passage to the locker room. The door on the north side of the locker room connects to a small storage closet and a ventilation duct that leads outside to the island surface in Arkham Island, East. Hop down from the cliffs and approach the two security guards near the arch.

YOU DON'T KNOW JACK ABOUT GOTHAM. TUNE IN TO FIND OUT.

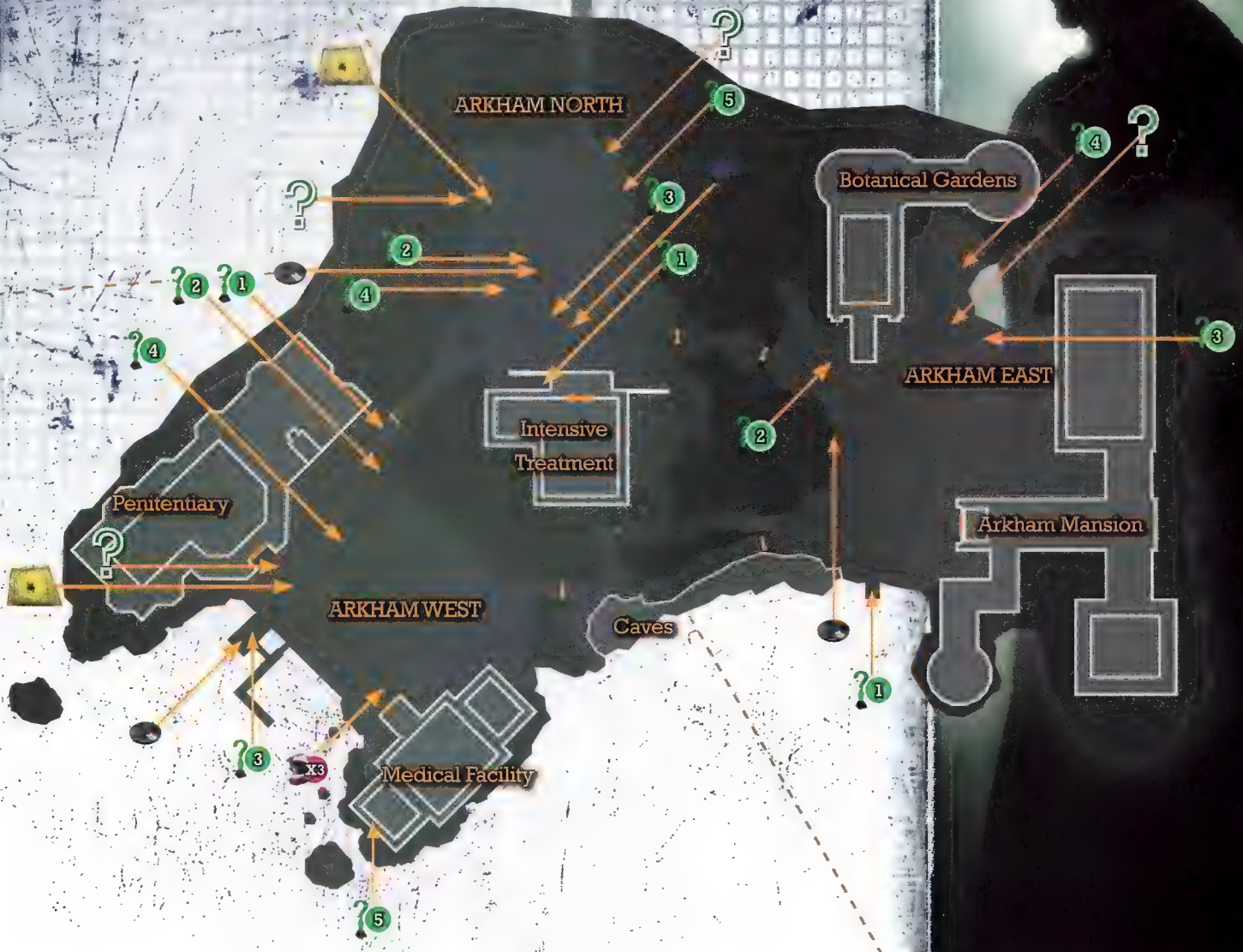
Follow your ears to the radio on the bench in the locker room of the Utility Corridor. Zoom in on the radio dial, specifically to where Jack Ryder's name is located. Hold the Detective Mode Button to scan the deejay's name and solve the riddle.

BORN FREE

Solve the Riddler's riddle about Warden Sharp and the portrait, then exit via the Utility Corridor to the island surface. Stand atop the cliff overlooking the Arkham Mansion to unlock this bonus.

ARKHAM ISLAND

Batman succeeded in emerging from the confines of Intensive Treatment via a utility corridor and is now free to explore Arkham Island in search of clues. He knows Harley and the Joker used Frank Boles to capture Commissioner Gordon, but he doesn't know where they took him. One thing is for sure, the Joker has been planning this for a long time and the Commissioner is merely the bait with which he hopes to trap the Dark Knight.



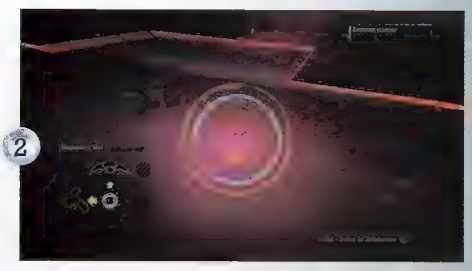
OBJECTIVES

RIDDLER'S CHALLENGES

AVAILABLE DURING FIRST VISIT

CHALLENGE TYPE	AREA	GADGET REQUIRED
?#1	Arkham Island East	None
?#2	Arkham Island East	None
?#3	Arkham Island East	None
?#4	Arkham Island East	None
	Arkham Island East	None
?	Arkham Island East	None
?#1	Arkham Island North	None
?#2	Arkham Island North	None
?#3	Arkham Island North	Explosive Gel
?#4	Arkham Island North	None
?#5	Arkham Island North	None
	Arkham Island North	None
?	Arkham Island North	Explosive Gel
?	Arkham Island North	None
?	Arkham Island North	None
	Arkham Island North	None
?#1	Arkham Island West	None
?#2	Arkham Island West	None
?#3	Arkham Island West	None
?#4	Arkham Island West	None
?#5	Arkham Island West	None
	Arkham Island West	None
?	Arkham Island West	None
	Arkham Island West	Explosive Gel

Protect the Batmobile.



Scan the Batmobile crime scene area to isolate a forensic trail.

Locate Gordon by tracking his discarded tobacco.

Find an alternate route into the Medical Facility.

RESCUE COMMISSIONER GORDON

Batman exits the Intensive Treatment facility high on a cliff overlooking the rear entrance to the building in Arkham Island East. Guards are positioned throughout the area in pairs, protecting the entrance to Arkham Mansion, the Botanical Gardens and, of course, Intensive Treatment. There's no telling where the Joker went or where Commissioner Gordon was taken. Glide down to the ground below, grab the **Riddler Trophy** from the viewpoint near the cliffs on the right, then talk to Louie Green near the guard shack.

PROTECT THE BATMOBILE

The Joker uses the public address system on the island to command every fiend in the vicinity to head to Arkham Island North to destroy the Batmobile. There's a path leading to Arkham Island North near the Botanical Gardens. Take a moment to collect the three **Riddler Trophies** near the Botanical Gardens—two are in the cemetery and one is on the watchtower. There's also an **Interview Tape** on the desk inside the other watchtower.

THE LEGACY OF THIS ISLAND HAS BEEN WELL AND TRULY BURIED

Enter the cemetery to the southeast of the Botanical Gardens entrance. Simply locate the headstone for Amadeus Arkham and scan it to solve the riddle.

ARMED ENEMY ENCOUNTER #1: EAST-NORTH CONNECTOR

2 Armed

The guards near the ambulance aren't the only ones in this tunnel, which leads from Arkham Island East to North. There are two armed gunmen on the other side of the gate behind the ambulance. Grapple up to the ledge above the gate and climb down behind the gunmen to get the drop on them. Sneak up behind them while crouched and perform a pair of Silent Takedowns.

Exit the tunnel to Arkham Island North and sprint straight ahead toward the thugs beating on the Batmobile. Toss a Batarang to stun the nearest enemy, then start punching and kicking them into submission.

Counter their attacks to relinquish them of their weapons. Stay on the move and try to time your attacks well to rack up a Critical Strike to increase the multiplier as much as possible, especially if you've unlocked the Special Combo Throw (requires x8 combo) or another special attack.

A NEW GADGET! EXPLOSIVE GEL

The Explosive Gel is found inside the trunk of the Batmobile, immediately after defeating the thugs who were attacking the car. Use Detective Mode to spot walls and sections of flooring that are structurally weak and use the Explosive Gel to blast it apart. Select the Explosive Gel and hold the Aim Gadget Button to draw the gadget, then press the Crouch Button to spray the gel. Detonate the Explosive Gel by holding the Aim Gadget Button and pressing the Grapple Button.

SCAN THE BATMOBILE CRIME SCENE AREA TO ISOLATE A FORENSIC TRAIL

Enter Detective Mode and scan the periphery of the Batmobile to find a tobacco pipe—Oracle will confirm that it belongs to her father, Commissioner Gordon. Although he dropped the pipe, he still had the bag of Wild Country tobacco. Knowing the Commissioner, Batman suspects he can locate a faint trail of tobacco on the ground.

TROPHIES, TAPES & FREE XP

There are many Riddler's Challenges to complete during this initial visit to Arkham Island North. Search the two watchtowers (the office and on top), as well as the bombed-out building northwest of the Batmobile. Use Explosive Gel and Detective Mode to enter the security booth next to the Batmobile (through the roof) to find the extremely-helpful **Secrets Map**. There are five **Riddler Trophies**, an **Interview Tape**, and a **Chronicle of Arkham** all located between the Intensive Treatment facility (one is on the roof) and main gate to the north.

TWEEDLE-DUM AND TWEEDLE-DEE SAW IT, CAN YOU SEE IT?

Head north past the watchtowers and locate the gate marking the main entrance to Arkham Asylum. There is a child's see-saw on the right; scan it to solve this riddle.

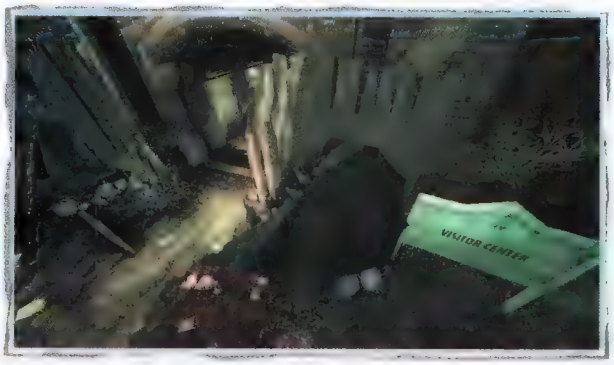
NOW I SEE IT, NOW YOU DON'T!

Approach the crumbling building to the west of the children's playground equipment and study the stone archway on the left, behind the tree. Use Detective Mode to spot the top half of a "?", then line it up with the dot painted on the ceiling inside the building. Scan the full question mark once it is aligned.

LOCATE GORDON BY TRACKING HIS DISCARDED TOBACCO

Follow the trail of tobacco to the heavy door near the sign to Arkham Island West. The gate is locked, so use Batman's Explosive Gel to blast through the weakened wall to the right of the door. Continue through the tunnel to Arkham Island West and out the other door.

The tobacco trail leads down the slope toward the Medical Facility building and six unarmed Black-gate inmates. Aside from a pair of inmates on work assignment in front of the Penitentiary, the rest of the area is clear. Grapple to the ledge above the door to find a **Riddler Trophy**, then Glide Kick the thug painting the wall near the visitor center straight ahead.



There are three more **Riddler Trophies** in this area: one near the stream close to the entrance, another under the watchtower, and the final one is on the boathouse roof. There's also an **Interview Tape** inside the boathouse and a **Chronicle of Arkham** behind a destructible wall at the base of the Penitentiary. Collecting them all should put Batman close to another upgrade; if so, opt for the Twin Batarangs or the Critical Combo Strikes.

DO YOU SEE WHAT I CAN SEE? NO? THEN MAYBE I AM IN A STRONGER POSITION.

Climb the stairs (or grapple) to the uppermost landing in front of the Penitentiary and go into Detective Mode. Look down over the railing to spot the large "?" on the lower level. Now locate the dot spray-painted on the fence post and carefully line them up to complete the Riddler's question mark.

Follow the tobacco trail up the steps and across the bridge above the stream to the six inmates milling around in front of the Medical Facility. Now prepare the Multi-Batarang, if you have it, and knock a couple of thugs to the ground. Rush in and start pummeling the rest of them. Stay on the move, time your taps of the Strike Button, and build as high a combo as possible. Using Counters will further help the multiplier, but there is a risk in dropping the combo by performing a Ground Takedown or getting hit. Get the combo above x8 and use the Special Combo Throw to toss one enemy into the others to vary the attacks.

COMBO & VARIATION BONUSES

Batman earns Bonus XP after each brawl based on the maximum combo he achieves (10XP x combo). There is also a Variation Bonus that awards 25XP per attack type that is used. Quickly build up the combo by using Critical Strikes, then launch special attacks (the ones you unlock with upgrades) to boost the Variation Bonus.

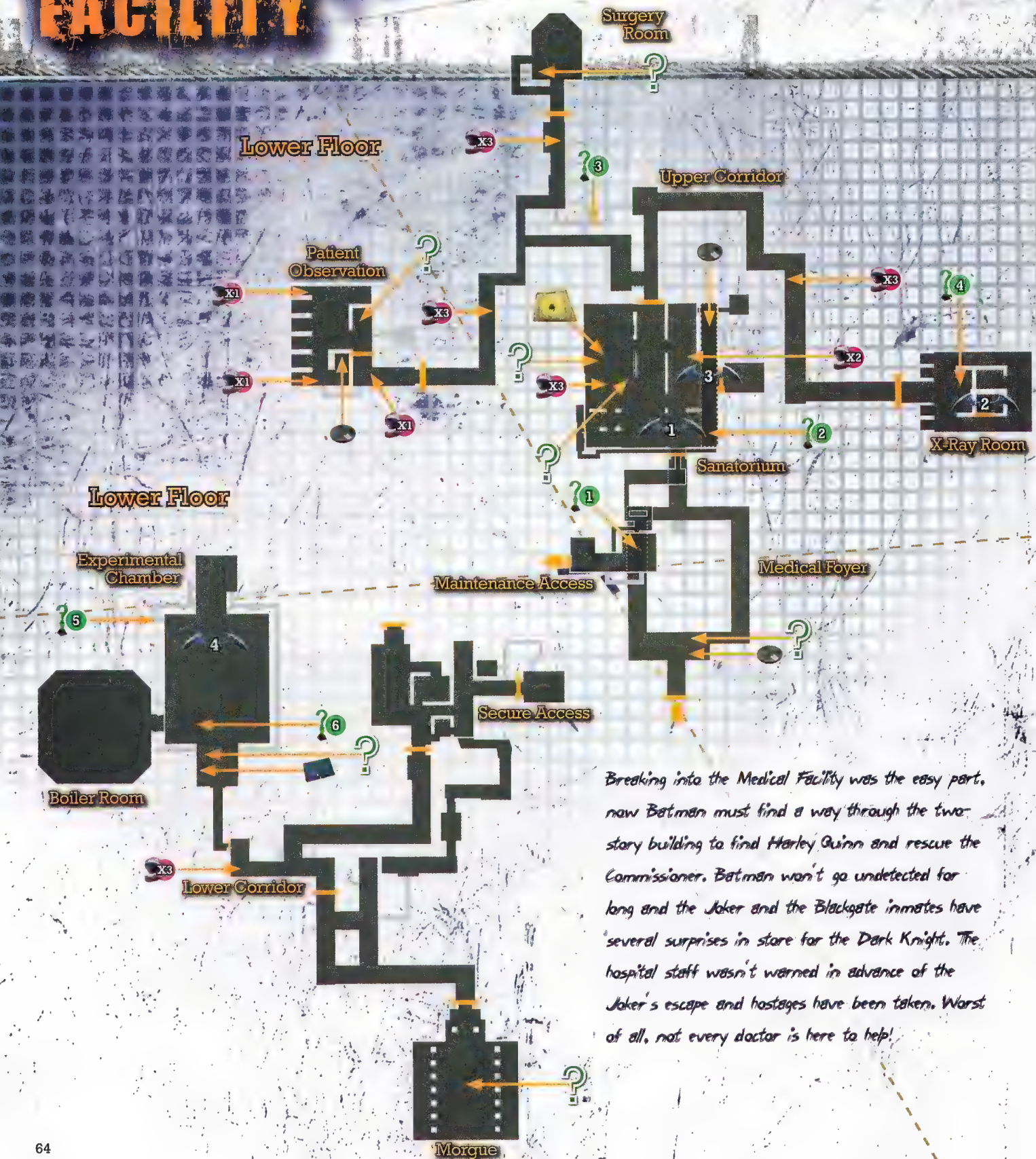
Destroy the three **Joker Teeth** and enter the Medical Facility lobby to find Harley kicked back on a chair behind a security fence. Commissioner Gordon is out of sight to the right, but she's not about to disable the electrified fence to let Batman in.

FIND AN ALTERNATE ROUTE INTO THE MEDICAL FACILITY

Exit the Medical Facility and grapple to the building's roof. Run along the edge of the roof to the far-right corner, nearest the water, to find a **Riddler Trophy.** Next, double-back the other way. Activate Detective Mode near the rooftop's northern wing to find a weakened wall. Use Explosive Gel to blast through the wall and drop down into the Medical Facility. The search for Commissioner Gordon continues…

Tobacco tracking
Tobacco 10: Wild Country
Use Detective Mode to search for structural weaknesses in the exterior of the Medical Facility.
Structural Weakness
Structurally weak walls will collapse with a controlled explosion.
Tap - Detective Mode

MEDICAL FACILITY



Breaking into the Medical Facility was the easy part, now Batman must find a way through the two-story building to find Harley Quinn and rescue the Commissioner. Batman won't go undetected for long and the Joker and the Blackgate inmates have several surprises in store for the Dark Knight. The hospital staff wasn't warned in advance of the Joker's escape and hostages have been taken. Worst of all, not every doctor is here to help!

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CHALLENGE MODE

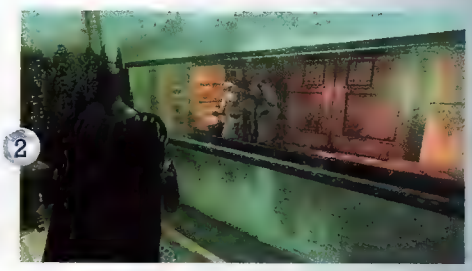
RIDDLER'S CHALLENGES

AVAILABLE DURING FIRST VISIT

CHALLENGE TYPE	ROOM	GADGET REQUIRED
#1	Maintenance Access	None
#2	Sanatorium	None
#3	Upper Corridor	None
#4	X-Ray Room	None
#5	Experimental Chamber	None
#6	Experimental Chamber	None
(5)	Upper Corridor	None
(10)	Upper Corridor	None
(20)	Lower Corridor	None
	Sanatorium	None
	Sanatorium	None
	Medical Foyer	None
	Patient Observation	None
	Sanatorium	None
	Sanatorium	Explosive Gel
	Medical Foyer	None
	Patient Observation	None
	Surgery Room	None
	Morgue	None
	Experimental Chamber	None
	Experimental Chamber	None

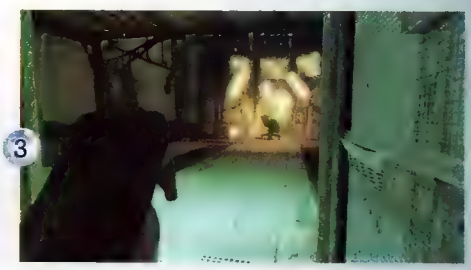
1

Locate and rescue Dr. Young.



2

Locate and rescue Dr. Kellerman.



3

Locate and rescue Dr. Chen.

4

Return to the doctors in the Sanatorium and pick up Gordon's tobacco trail.

5

Rescue Gordon without being detected.

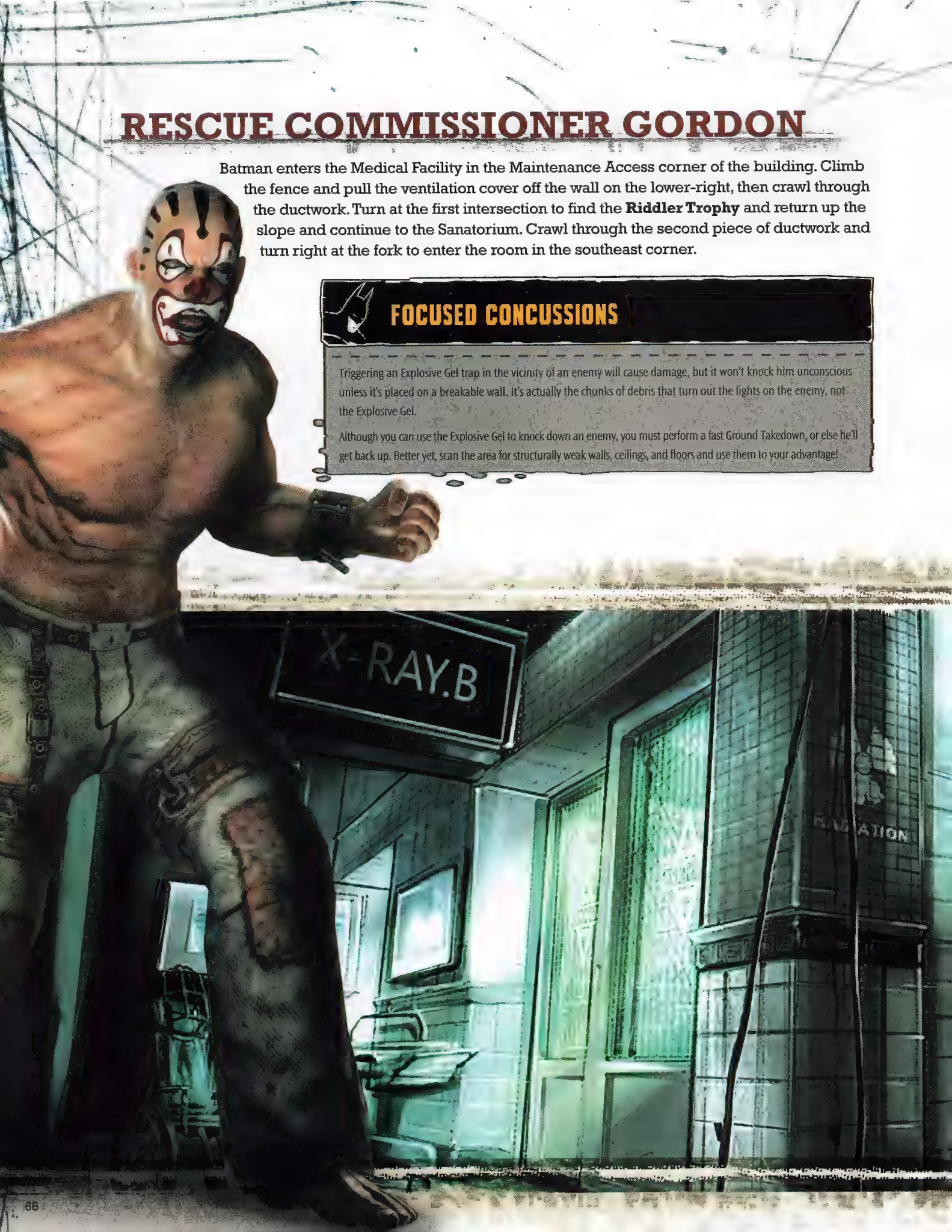
RESCUE COMMISSIONER GORDON

Batman enters the Medical Facility in the Maintenance Access corner of the building. Climb the fence and pull the ventilation cover off the wall on the lower-right, then crawl through the ductwork. Turn at the first intersection to find the **Riddler Trophy** and return up the slope and continue to the Sanatorium. Crawl through the second piece of ductwork and turn right at the fork to enter the room in the southeast corner.

FOCUSED CONCUSSIONS

Triggering an Explosive Gel trap in the vicinity of an enemy will cause damage, but it won't knock him unconscious unless it's placed on a breakable wall. It's actually the chunks of debris that turn out the lights on the enemy, not the Explosive Gel.

Although you can use the Explosive Gel to knock down an enemy, you must perform a fast Ground Takedown, or else he'll get back up. Better yet, scan the area for structurally weak walls, ceilings, and floors and use them to your advantage!



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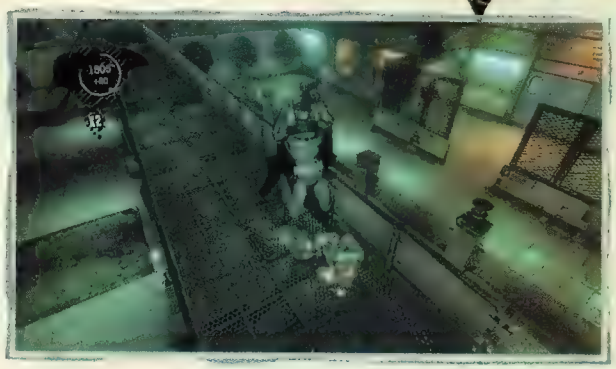
ARMED ENEMY ENCOUNTER

#1: SANATORIUM

5 Armed

Five armed inmates are holding the doctors captive near the elevator on the west side of the Sanatorium. Four of the inmates are patrolling the multi-level room in random patterns, but one is positioned opposite a breakable wall in the southeast corner. Another will likely wander into the operating corner of the room along the eastern edge, just north of the elevator. Drop off the ledge and place Explosive Gel on the vulnerable wall to the left. Grapple to a gargoyle and glide down onto the destructible roof north of the elevator. Return to the rafters and monitor enemy movements while in Detective Mode. Wait for one of the gunmen to wander beneath the Explosive Gel on the ceiling and detonate the two traps.



Taking out the remaining three inmates isn't quite as easy, given the unpredictability of their patrols and the layout of the Sanatorium. Move between the gargoyles and toggle in and out of Detective Mode to determine what level the enemies are on. Don't go after any gunmen who are in sight of the others; instead, perform Glide Kicks and Ground Takedowns, but Silent Takedowns are a safer bet.

TICK! TOCK! NEWS FLASH! SOMEONE IS NOT GETTING OUT OF HERE ALIVE.

Drop through the weakened floor to the lowest level of the Sanatorium and scan the skeletons in the jail cell. This area is located on the west side of the room.

Batman will signal to the doctors that the room is clear and, although they will continue to call for help, this is a good time to explore. Destroy the three **Joker Teeth** on the lower level and use the ventilation grate in the northeast corner (lower level) to access a maintenance passage with a **Riddler Trophy**. A similar passage on the west side of the room contains a **Chronicle of Arkham**—slip into the floor grates to access it. Lastly, there is an **Interview Tape** on the desk in the northeast corner of the room. Talk to the doctors near the elevator to learn about the three doctors who are still missing. Batman must head to the three wings of the Medical Facility to find them.

A QUESTION CAN ONLY BE ANSWERED FROM A NEW PERSPECTIVE? DON'T YOU AGREE?

Use Detective Mode to spot a weakened section of floor on the west side of the room. Use the Explosive Gel on the floor to blow it up.

Step back (toward the south) and line up the "?"in the hole with the dot on the floor.

LOCATE & RESCUE DR. YOUNG

Descend to the ground floor of the Sanatorium and head through the door leading to the Upper Corridor. There are three painted stripes on the floor; follow the yellow stripe to the X-Ray Room. Three unarmed inmates stand just outside the entrance to the X-Ray Room, so have the Multi-Batarang ready to go.

MEDICAL FOYER SIDE-TRIP

Leave the Sanatorium via the door on the south side of the room and head toward the Medical Foyer where Harley was earlier. There's an **Interview Tape** on the desk near the security gate and a riddle to solve.

IS THE GENEROSITY OF OUR BENEFACTORS ON THE WAYNE?

Proceed to the Medical Foyer via the Sanatorium to bypass the security gate. Next, scan the plaque on the wall that states this unit of Arkham Asylum was funded by Bruce Wayne.

ARMED ENEMY ENCOUNTER #2: X-RAY ROOM

5 Armed

The gunmen have Dr. Young cornered inside the locked office in the center of the room, but two of the walls are breakable. Use Detective Mode to spot the cracks in the walls and place Explosive Gel on both of them (the west and north sides of the office). Grapple onto the top of the room to find a **Riddler Trophy** and view the impending damage. Detonate the two blasts simultaneously to take out all five enemies at once!

Venture inside and talk to Dr. Young to find out what's going on in the hospital and instruct her where to go. The Joker leaves a gift of three **Joker Teeth** in the Upper Corridor as a reward for your efforts—use a Batarang to open it and continue back to the west to find a **Riddler Trophy** in the ventilation system.

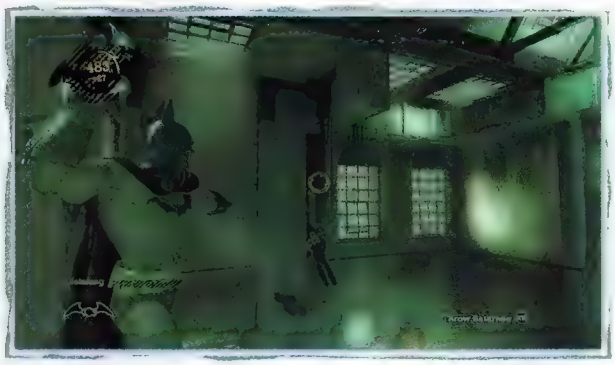
LOCATE & RESCUE DR. KELLERMAN

Follow the green stripe on the floor of the Upper Corridor to reach the Patient Observation room. Take cover at the corner outside the room and use the Multi-Batarang to drop the two armed thugs armed near the door. Perform a Ground Takedown on one of them, then take out the other one with a Critical Strike. Use a similar tactic to drop the two thugs taunting Dr. Kellerman and Aaron Cash.

The Blackgate inmates have deactivated the three extraction fans in the Patient Observation area and flooded the area with Joker Toxin. Aaron Cash and Dr. Kellerman are trapped in the office with no way out. Batman must find a way to activate the fans and clear the room of the gas.

Rip the ventilation grate off the wall near the window and crawl up the slope to the upper level walkway. Approach the vertical fence on the right and throw a Batarang at the Extractor Control Point in the southwest corner of the room. This will lower the Joker Toxin, making it possible to access the lower platforms on the south side of the room.

Circle around the perimeter of the Patient Observation room in a clockwise direction by using the various platforms. Note the prisoner hanging by the rope; leap to the fence platform near the window on the north side of the room and turn and throw another Batarang at the Extractor Control Point in the northwest corner. Face the inmate on the rope and use another Batarang to cut the rope, thus dropping the prisoner through the weakened ceiling of the office. Next, glide over to the platform in the corner and throw another Batarang at the final Extractor Control Point.



WAS THIS FIRE FLY TOO HOT FOR THE PRESS?

Clear the Patient Observation area of the Joker Toxin, then enter the room with the destroyed ceiling. Zoom in and scan the newspaper clipping with the headline "Firefly Escapes."

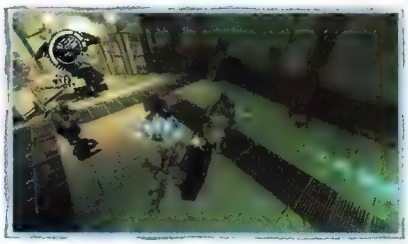
Talk to Aaron Cash and destroy the three **Joker Teeth** in the area. Pick up the **Interview Tape** on the desk in the office and exit through the door around the corner from Dr. Kellerman. Another gift from the Joker awaits Batman in the hallway, filled with **Joker Teeth**.

LOCATE & RESCUE DR. CHEN

FREEFLOW COMBO 10

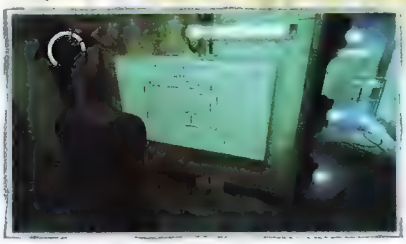
You've had a chance to fight groups of enemies before, but maybe you didn't achieve a combo up to 10 or higher. Now is the perfect chance, especially if you've acquired the Critical Combo Strikes upgrade from WayneTech. Quick-throw the Batarang to stun enemies trying to surround Batman and stay on the move, attacking nearby enemies, then jumping across the room to get the others. Avoid being hit and don't perform any Ground Takedowns, as doing so will likely end the combo.

Follow the red stripe on the floor of the Upper Corridor in a northerly direction to the Surgery Room. Dr. Chen is strapped onto an operating table as a diversion and eight unarmed Blackgate inmates are set to leap from the balcony and attack. Although none of these thugs have pipes as weapons, one of them may pick up a crate or other item and attempt to throw it at Batman. Use the Cape Stun if you see red bolts over an enemy's head to interrupt the attack and create an opening.



THE JOKER: "DON'T GET TOO FULL OF YOURSELF, BATS. I'M JUST SOFTENING YOU UP FOR THE MAIN EVENT."

SHHHHSSHHS! RUMORS PERSIST THAT TOMMY ELLIOT OPERATES IN ARKHAM. CAN IT BE TRUE?



Grapple to the upper level of the Surgery Room and scan the large board with the operating schedule. Basically, focus on the area where T. Elliot's name is located.

HIGH SECURITY HENCHMAN ON THE LOOSE!

The gift in the hallway outside the Surgery Room contains another three **Joker Teeth**, but that's not all! There's also a knife-wielding, high security henchman inside clothed in a red jumpsuit. Use the Cape Stun attack to daze him before he attacks, then attack with a Critical Strike and Ground Takedown.

JUST WHAT THE DOCTORS ORDERED

Rescue Dr. Young, Dr. Kellerman, and Dr. Chen from the three wings of the Medical Facility to unlock this bonus. Rescuing the three doctors is required in order to gain access to the lower floor.

RETURN TO THE DOCTORS IN THE SANATORIUM & PICK UP GORDON'S TOBACCO TRAIL

Return to the Sanatorium and talk to the doctors and Aaron Cash. He's going to escort Dr. Young to Arkham Mansion so she can retrieve some valuable research notebooks. The elevator suddenly starts up—someone is coming up from the basement. Batman flees to a gargoyle and the doctors run and hide—time for a fight! Two more **Joker Teeth** exit the elevator.

ARMED ENEMY ENCOUNTER

#3: SANATORIUM

3 Armed

Although the three armed henchmen quickly scatter, they remain easy picking for Batman. Remain on the gargoyle until the group splits up. One will likely remain on the upper landing, in close proximity to the elevator. Drop down into cover and sneak up behind him for a Silent Takedown. Retreat to the gargoyles and swing around the room, looking for an opportunity to pick off the others with Glide Kicks and Ground Takedowns.

SPECIAL COMBO BOOST

If it's time for another upgrade, this is a great time to unlock the Special Combo Boost if you've already unlocked the Special Takedown. This upgrade makes it possible to perform Special Combo Moves with a combo of x5 instead of x8. Unlocking this upgrade now will enable you to earn more XP and access future upgrades that much faster!

Take the elevator to the basement of the Medical Facility. Batman exits the lift in the Secure Access area, in the northeast corner of the lower level, just in time to witness Dr. Crane poison several doctors and an inmate. Blow up the weakened wall near the security gate and follow the path to the ventilation grate that leads to the Lower Corridor.

RED EYED & WOOZY

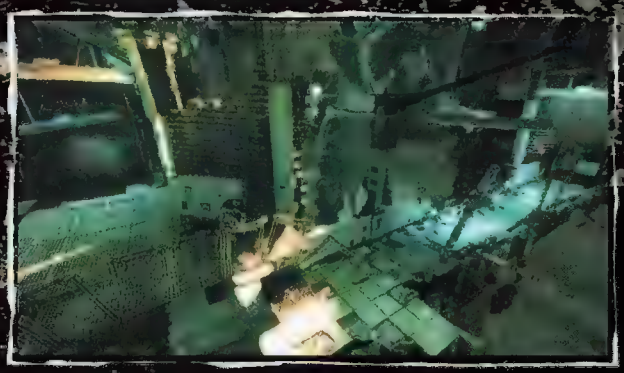
A mysterious gas seeped into the Secure Access area, affecting Batman in the process. Although he may seem to be perfectly fine, turning him to face the camera will reveal a pair of glowing red eyes. Be wary of what you see and hear when Batman is in this state. He is at the mercy of visions created by Scarecrow.

STUCK IN A NIGHTMARE

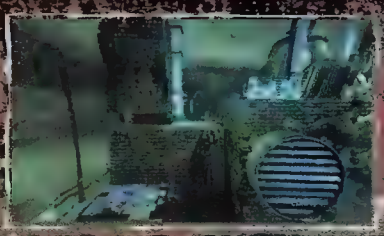
Cross the center of the Lower Corridor toward the slumped body of Commissioner Gordon. Batman is troubled by what he perceives to be his inability to prevent this death but has little recourse other than to head south through the Lower Corridor to the Morgue. The Morgue is empty except for three body bags in the center. Open each body bag to push Batman closer to the darkened memories of his past and further into this nightmare.

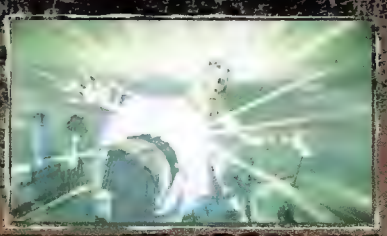
The Morgue is no longer the room it was moments ago. It's now outdoors, perched floating in space and soaked with rain. Run and jump across the gap toward the exit to face the towering Scarecrow. Batman must avoid the intense gaze of Scarecrow as he spins in place scanning the ruins for his prey. Use the ledges and walls to hide while completing a counter-clockwise lap around this platform-like puzzle to reach the Bat-Signal. The only way to escape the nightmare is to defeat Scarecrow by shining the Bat-Signal at him.

Remain crouched behind the wall where Batman begins this trip and wait for Scarecrow's searchlights to pass by once or twice to get a feel for the speed at which he spins. Sprint up the stairs as soon his gaze passes Batman's position and take cover near the corner. Drop down onto the lower walkway and hurry past the next section, using cover when necessary (press the Crouch Button to hug the wall and stay out of sight).



Jump the gap in the walkway and leap into a hanging position on the brick wall. Shimmy along out of sight, then climb up once Scarecrow spins past. Take cover near the tile wall before the large gap; Batman needs time to run and glide across it. Use the column of drawers ahead for cover and utilize the Explosive Gel to blast the wall to the right (apply the gel, then retreat into cover to detonate it). The blast will draw Scarecrow's attention, causing him to lean over and inspect the area. Stay crouched behind the stack of drawers until he moves to the left, then leap across the gap. Continue along the path to the Bat-Signal and use it to blast Scarecrow in the chest with a dream-ending beam!





DAYDREAMER

Survive the encounter with Scarecrow and return to the Morgue. The trickiest part in this run-in with Scarecrow is using the Explosive Gel to blast through the wall that blocks the path. Simply follow the strategy provided in this section and that Achievement /Trophy will be yours!

WHAT SILENT KILLER OF THE OCEANS CAN BE FOUND IN A TINY JAR?

Look around the center of the Morgue after escaping the run-in with Scarecrow and scan the jar labeled "Great White Shark."

Exit the Morgue and continue back through the Lower Corridor in the direction of the arrows the Joker left behind. Batman will see that the corpse in the hallway wasn't that of Commissioner Gordon, but just another security guard! Continue through the door toward the Experimental Chamber with the Multi-Batarang in hand. Use the Cape Stun to daze the enemy armed with a knife (in the orange jumpsuit), then head toward the observation room. Destroy the three **Joker Teeth** along the way.

RESCUE GORDON WITHOUT BEING DETECTED

Enter the Experimental Chamber and listen to the Joker's proposition: Harley is holding Commissioner Gordon captive in the adjacent room and it sounds like the Joker wants Batman to rescue him. Grab the **Secrets Map** on the table before ripping the ventilation grate off the wall in the corner.

IS THIS BEAR THE BANE OF HIS LIFE?

Follow the arrows on the floor in the Lower Corridor to the Experimental Chamber. Locate the stuffed bear on the table on the left side of the room and scan it to solve the riddle.

ARMED ENEMY ENCOUNTER

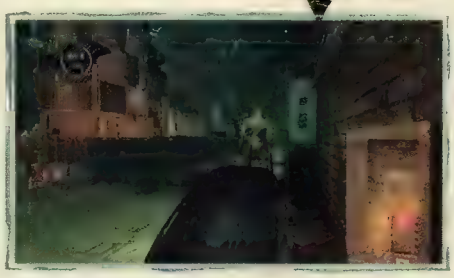
ARKHAM

#3: EXPERIMENTAL CHAMBER

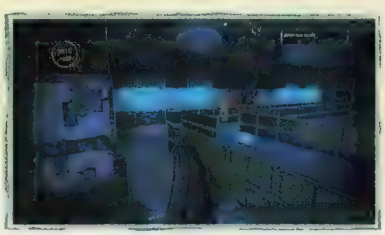
5 Armed (including Harley Quinn)

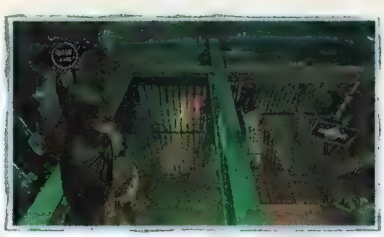
Crawl through the ductwork to the lower level of the Experimental Chamber area and peer through the cracks in the wall to view the enemy locations. Harley has the Commissioner in a locked office on the south side of the room, but Batman will be entering from the north. There are two thugs standing guard on the main level at the north end, while two other armed inmates patrol the walkways around the northeast and northwest corners.

Remain in the ventilation system all the way to the north end where the ductwork ends and take down the guard with a Silent Takedown. Enter the ductwork on the northwest side of the room to avoid detection and kick open the grate on the other end to sneak up behind the next victim. Be sure to pick up the **Riddler Trophy** inside the vent.



Taking care of the other two armed gunmen doesn't require quite as much precision. Use Corner Cover and make your way around the northeast side of the room to sneak up behind the patrolling guard. The final enemy is on the lower walkway in the center of the chamber. Sneak down the stairs while his back is turned and grab him from behind.



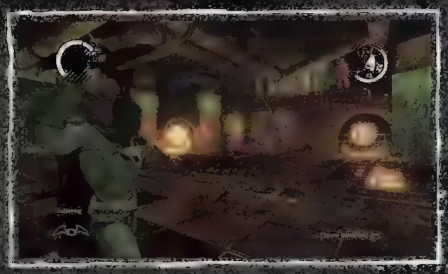


The only armed enemy that remains is Harley Quinn! Go up the stairs at the south end of the room and grapple to the ledge above the laser security gate. Grab the **Riddler Trophy** on the edge, then crash through the glass ceiling onto Harley to rescue Commissioner Gordon!

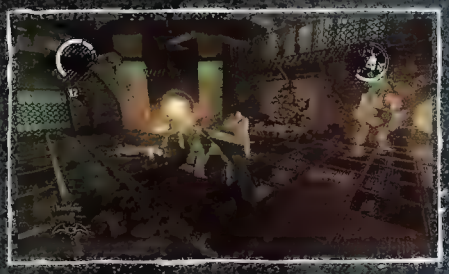
BANE

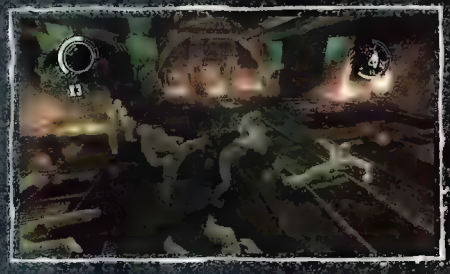
If Batman was wondering why the Joker would make it so easy for him to take out Harley Quinn and rescue Commissioner Gordon, he has his answer now. The Joker was set to pump Bane full of Venom and set him loose on Batman. Bane drives Batman straight through the wall to the Boiler Room where the two will face off, with periodic interruptions from the Blackgate inmates.

Bane's primary attack involves stampeding across the room in an attempt to run over Batman. Although he may look dazed from running into the wall, Bane will quickly swat Batman aside if the Dark Knight is near him when he stops his charge. Batman must hit Bane in the face with a Batarang to stun him so that Bane will run headfirst into the wall. Throw the Batarang once Bane starts running, then quickly dive away. Batman must hit Bane enough times to stun him so that he turns and faces the center of the room after slamming into the wall. When this occurs, run up and attack! Quickly attack with a couple of punches, then hop onto Bane's back and yank out one of his hoses.



Joker then orders a number of unarmed Blackgate inmates to join the fight after Bane loses his first hose. Focus on dealing with these lesser enemies as quickly as possible, but do not take your eyes off Bane. He'll still charge at Batman and throw massive boulders; simply double-tap the Run Button to dodge away from the projectiles. Dodging over enemies is another great way to avoid Bane's attacks. Land as many Critical Strikes as possible to build up a combo, then use the Special Combo Takedown to finish off the thugs.





Batman must tear three hoses from Bane's back and the only way to accomplish this is to stun him during a charge, wait for him to face the center of the room, then attack. The Joker will send a second, larger wave of enemies into the room to attack Batman after he pulls the second hose from Bane. The intensity of the fight—and Bane's charges and boulder throws—will increase. Stay on the move and focus on countering enemy attacks, but do not move in for the Ground Takedown unless you're absolutely sure that Bane isn't going to steamroll over Batman in the process! Perform a Special Combo Throw and Special Combo Takedown to make quick work of the inmates, then finish off Bane.

BANEFUL PAYBACK

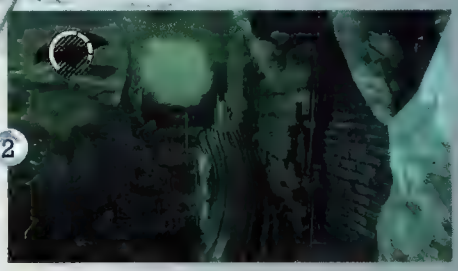
Defeat Bane in the Boiler Room by stunning him three times and yanking out the hoses supplying the Venom to his system. Batman must contend with two waves of Blackgate convicts during the struggle with Bane, but as long as you keep one eye on Bane and the other on the thugs, you should be fine.

ARKHAM ISLAND

Batman escaped Bane's wrath thanks to the Batmobile's remote controls. Batman sent Commissioner Gordon back to the mainland and is currently heading to the Batcave to analyze Dr. Young's research. He added a secret outpost of the Batcave, reachable from Dead Man's Point just in case an emergency such as this occurred. There's no situation Batman isn't prepared for!

OBJECTIVES

1 Locate the cave entrance to Dead Man's Point in Arkham North



2 Follow the cave to Dead Man's Point.

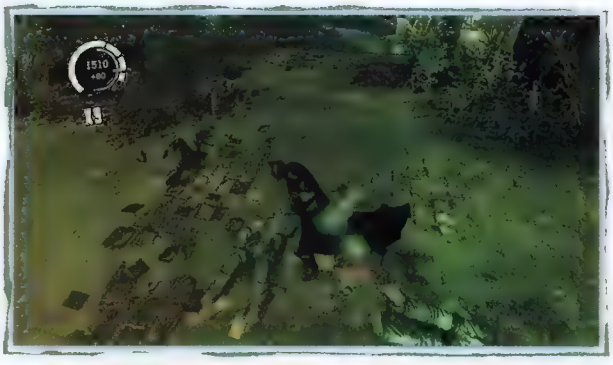
ANALYZE DR. YOUNG'S RESEARCH IN THE BATCAVE

TIME FOR AN ARMOR UPGRADE!

The victory over Bane in the Boiler Room likely earned you enough XP to merit another WayneTech upgrade. This is a good time to acquire the Armor Upgrade V3. Batman must contend with many more knife-wielding, High Security Henchmen in the coming hours and an extra layer of armor can really come in handy.

LOCATE THE CAVE ENTRANCE TO DEAD MAN'S POINT IN ARKHAM NORTH

Go up the path from the dock toward the Penitentiary to the corridor leading to Arkham North. There is a small gang of Blackgate inmates uphill from the Medical Facility and another group near the Penitentiary. Use the tactics employed during the fight against Bane to beat them back. Try to knock as many to the ground as possible, then finish them off with Ground Takedowns and Special Combo Takedowns as they get up.

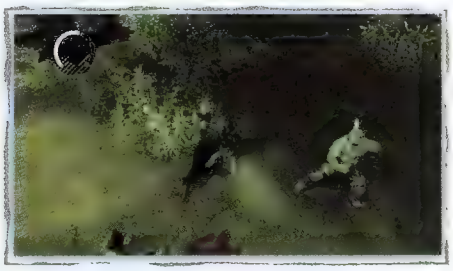


BATMAN: "IT'S BEST TO PLAN AHEAD FOR SITUATIONS LIKE THIS."

SECRETS MAP

Arkham North is one of the few areas for which you should already possess the Secrets Map. The approximate locations for each of the remaining Riddler's Challenges are present on the in-game map. Use these icons (and the "Riddler's Challenge" chapter in this book) to find the items in this area.

Circle around the north side of Intensive Treatment and scale the wall on the east side of the building, just to the right of the entrance to Arkham East. A High-Security Henchman and several other thugs will attempt to thwart Batman's advance—use the Cape Stun attack to create an opening and attack. The entrance to the cave is straight ahead, just past the park benches. Grapple to the ledge above the cave entrance to find a **Riddler Trophy,** then return to ground level and venture inside.

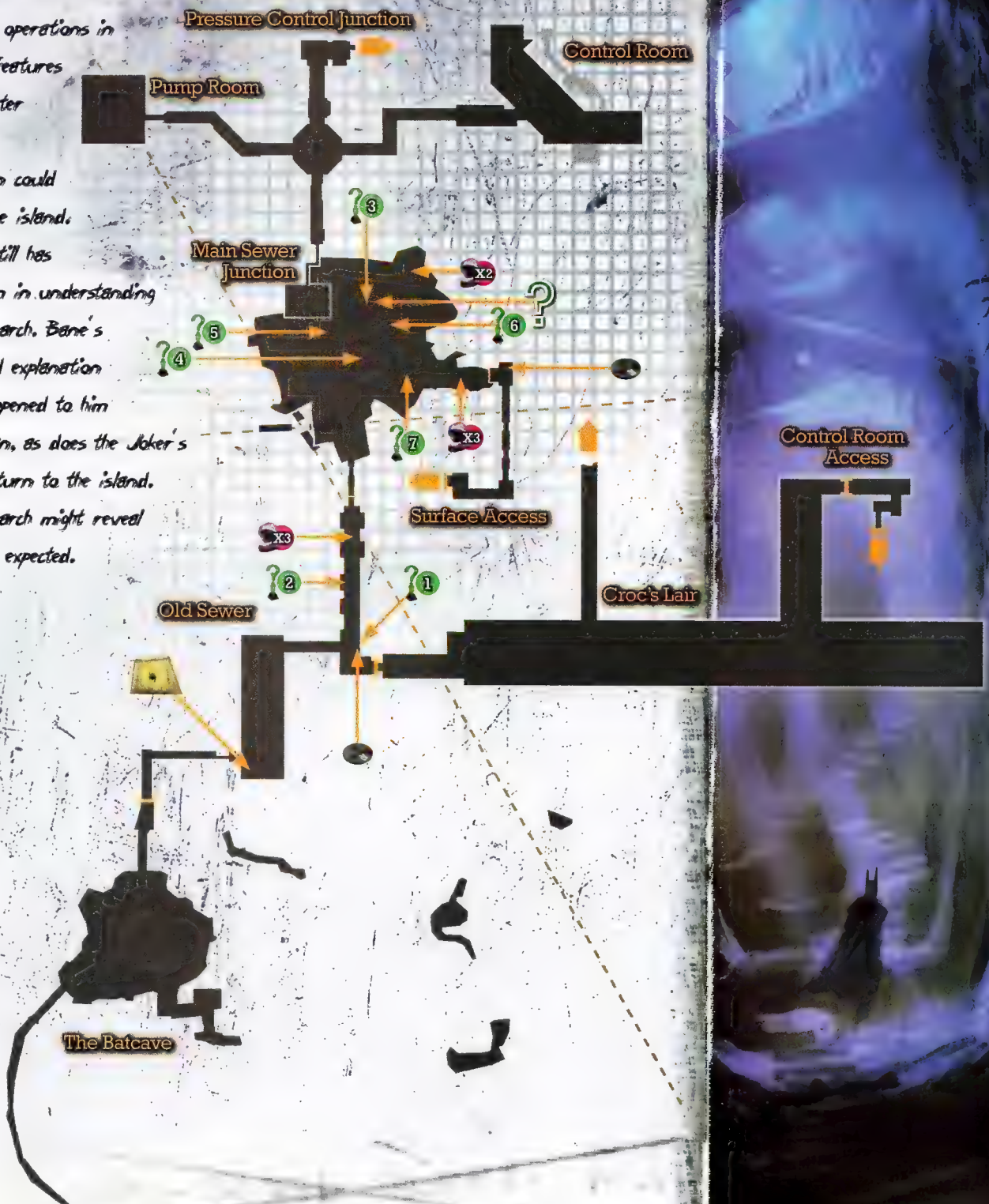


FOLLOW THE CAVE TO DEAD MAN'S POINT

The cave leading to Dead Man's Point is strewn with crumbling walls and broken ladders, as well as a couple of secret items. Grapple to the ledge above the broken ladder just inside the cave and turn to the left to spot a **Chronicle of Arkham.** Continue through the cave to a large room with a pile of skulls and use Detective Mode and Explosive Gel to find another **Riddler Trophy.** Continue to Dead Man's Point, take a deep breath, and watch as Batman leaps from the cliff.

CAVES

The flight from Dead Man's Point to the entrance to the Caves offers an exhilarating glide along the southern side of Arkham Island. Although the Batcave on Arkham Island is not nearly as impressive as Batman's primary base of operations in Gotham City, it features all of the computer equipment and gadgetry Batman could ever need on the island. Best of all, he still has Oracle to aid him in understanding Dr. Young's research. Bane's plea for help and explanation of what had happened to him concerns Batman, as does the Joker's willingness to return to the island. Dr. Young's research might reveal a lot more than expected.



INTRODUCTION
HEROES & VILLAINS
THE BATCAVE
WALKTHROUGH
01 | INTENSIVE TREATMENT
02 | ARKHAM ISLAND
03 | MEDICAL WING
04 | ARKHAM ISLAND
05 | CAVES
06 | ARKHAM ISLAND
07 | ARKHAM MANSION
08 | ARKHAM ISLAND
09 | PENITENTIARY
10 | ARKHAM ISLAND
11 | BOTANICAL GARDENS
12 | ARKHAM ISLAND
13 | INTENSIVE TREATMENT
14 | CAVES
15 | TITAN IVY
16 | PARTY CRASHER
THE RIDDLER'S CHALLENGE
SPIRIT OF ARKHAM
CHALLENGE MODE

RIDDLER'S CHALLENGES

AVAILABLE DURING FIRST VISIT

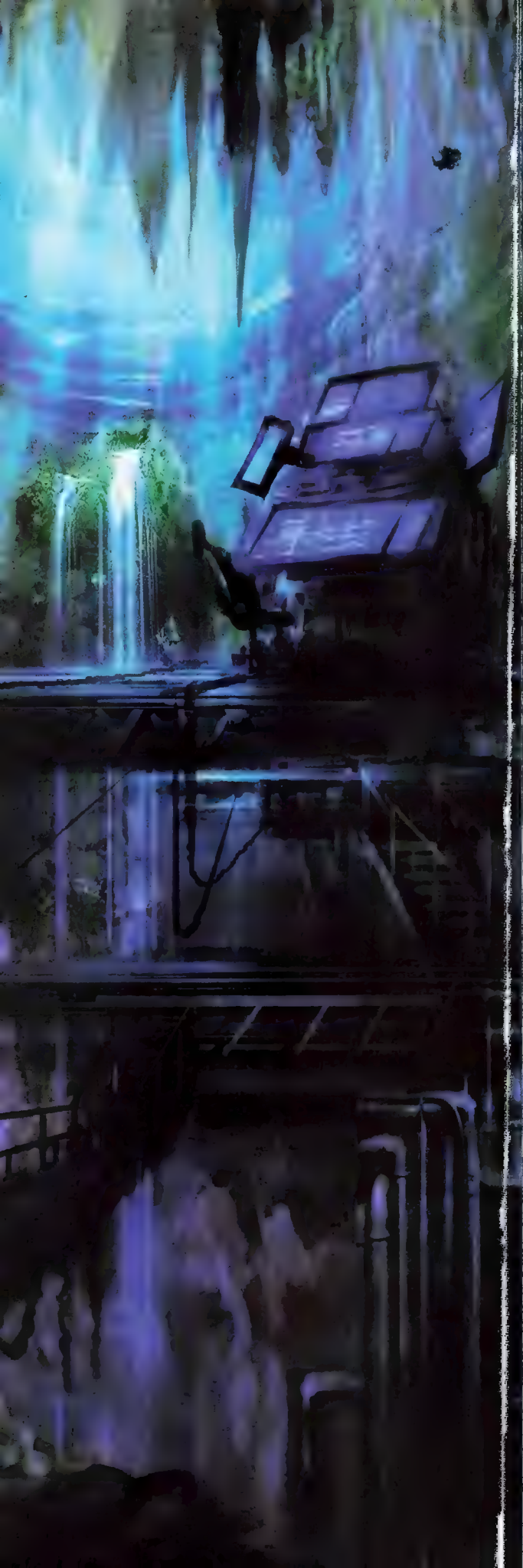
CHALLENGE TYPE	ROOM	GADGET REQUIRED
1	Old Sewer	Batclaw
2	Old Sewer	Explosive Gel
3	Main Sewer Junction	None
4	Main Sewer Junction	None
5	Main Sewer Junction	None
6	Main Sewer Junction	None
7	Main Sewer Junction	None
(5)	Main Sewer Junction	None
	Old Sewer	None
	Old Sewer	None
	Surface Access	None
	Main Sewer Junction	None

OBJECTIVE

Return to the surface via the sewer system.

ANALYZE DR. YOUNG'S RESEARCH IN THE BATCAVE

Batman will pass through the external security scan without delay. Run and glide across the gap in the walkway to reach the suspended platform housing his array of computer equipment. Batman and Oracle uncover the science behind Bane's plea—Dr. Young has created a Titan Formula that could render a mechanical delivery system of Venom unnecessary. The formula is missing from the research and Batman must help Dr. Young keep it from the Joker. He must get to her before the Joker does!



A NEW GADGET! THE BATCLAW

Batman retrieves the Batclaw from a secret storage location inside the Batcave. With this gadget in hand, he can grab objects or enemies from a distance and pull them toward him. The primary use of the Batclaw is to yank off ventilation grates located in out-of-reach spots. Batman can then grapple into the opening with his grapnel gun. Use the Batclaw by holding the Aim Gadget Button while aiming the targeting reticule. Press the Crouch Button to launch the Batclaw, then press the Run Button to pull on the rope.

LOCATE DR. YOUNG

RETURN TO THE SURFACE VIA THE SEWER SYSTEM

Test out the Batclaw on the stack of WayneTech crates on the catwalk leading north from the central platform. Fire the device at the crates and yank them off the walkway to create a place to jump to. Use the Batclaw to pull the ventilation grate off the wall straight ahead and grapple up to enter the Old Sewer.

Perform a Silent Takedown to disable the thug in the sewer, then turn and scan the **Chronicle of Arkham** near the wall. Five additional thugs are situated around the corner up ahead. Although unarmed, foes can rip pipes from the wall to use as weapons. Use the Batclaw to pull one foe off his feet and then leap into battle. Perform Critical Strikes to build the multiplier, then use special combo attacks and counters to disable the thugs. Collect the **Interview Tape** and **Riddler Trophies** in the hallway and head north toward the **Joker Teeth**.

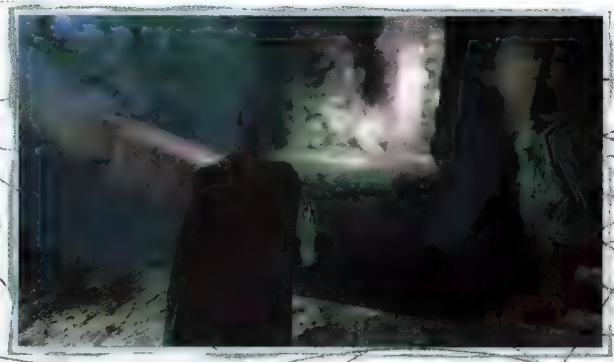
KILLER CROC IN WAITING

Curious as to what's around the corner to the south? The door is locked, but Batman can peer through the window to get a look at the enraged Killer Croc. You can bet he's counting the minutes until he gets his scaly claws on Batman!

Venture north to reach the Main Sewer Junction. This relic of a facility is in tatters, its brick walls and ledges too weak for the grapnel gun to gain hold. The toppled columns and running water have created an environment too hazardous for any henchman, so you can relax a bit and focus entirely on navigating this area. Toppled columns and narrow walkways offer just enough of a pathway to make it possible to spiral upwards to the Surface Access corridor.

Take your time exploring the nooks and crannies of this area, as there are no fewer than five **Riddler Trophies** to find during this initial visit. A sixth one, visible across the way from the Surface Access entrance, is just out of reach.

Follow the main path to the right around the giant gears and climb up and through the first column. Explore this lower area to find the first of two **Riddler Trophies**, leap across to the **Joker Teeth,** and run up the first toppled column. Continue in a counter-clockwise direction across the gap to the next toppled column and ascend to the third level. Ignore the Riddler Trophy in the distance near the lights and arches; instead, jump across toward the chattering **Joker Teeth**.



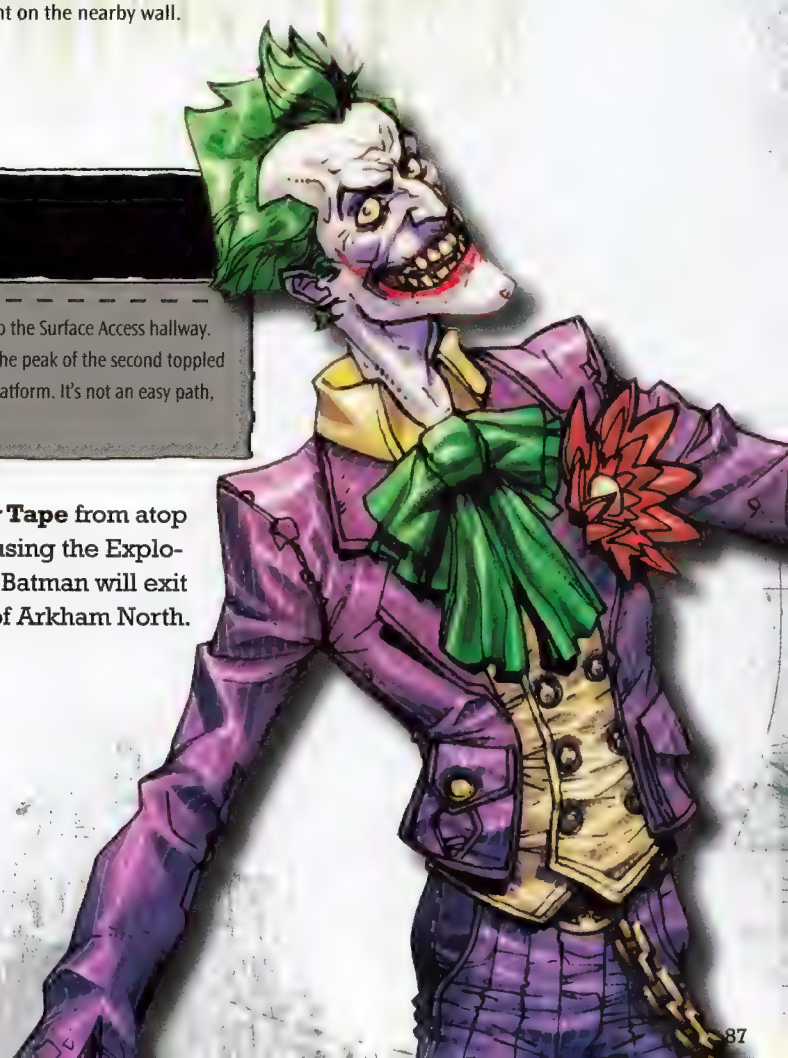
A PUZZLE HAS MANY SIDES BUT ONLY SOME ARE VISIBLE.

Climb the second toppled column inside the Main Sewer Junction. Next, shimmy along the crack in the tower to the ledge and climb up to where the Riddler Trophy is located. Activate Detective Mode and stare through the missing bricks to the ceiling and line up the "?" on the upper archway with the dot of paint on the nearby wall.

BLIND-FLYING BAT

There is a **Riddler Trophy** inside the column directly below the platform that leads to the Surface Access hallway. It's possible to get it at this point, but it requires a leap of faith. Run and jump from the peak of the second toppled column and glide in a sharp turn to the left to fly into the opening underneath the platform. It's not an easy path, but the only penalty for failure is having to start from the bottom of the room again.

Enter the Surface Access hallway and take the **Interview Tape** from atop the crates in the corner. Blast through the wall up ahead using the Explosive Gel and jump across the trench to reach the surface. Batman will exit the Caves onto a dilapidated structure on the north end of Arkham North.



ARKHAM ISLAND

Batman's underground journey took him to the northern edge of the island. He knows Dr. Young and Cash went to Arkham Mansion and if he's to keep the Titan Formula out of the Joker's hands, he must get to Dr. Young before the Joker does. Unfortunately, the Joker used the time the Dark Knight was underground to outfit his guards with rifles.

OBJECTIVE

Locate a route into the Arkham mansion.

LOCATE DR. YOUNG

LOCATE A ROUTE INTO THE ARKHAM MANSION

ARMED ENEMY ENCOUNTER

ARKHAM

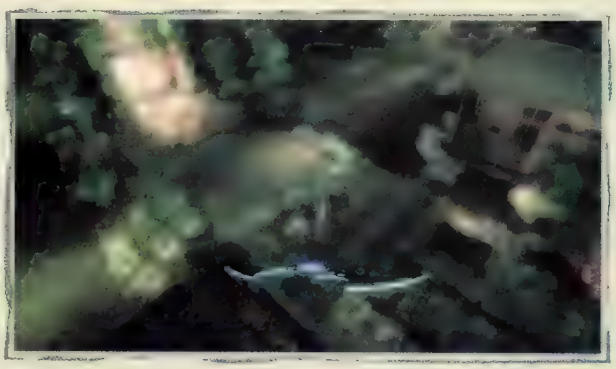
#1: ARKHAM ISLAND NORTH

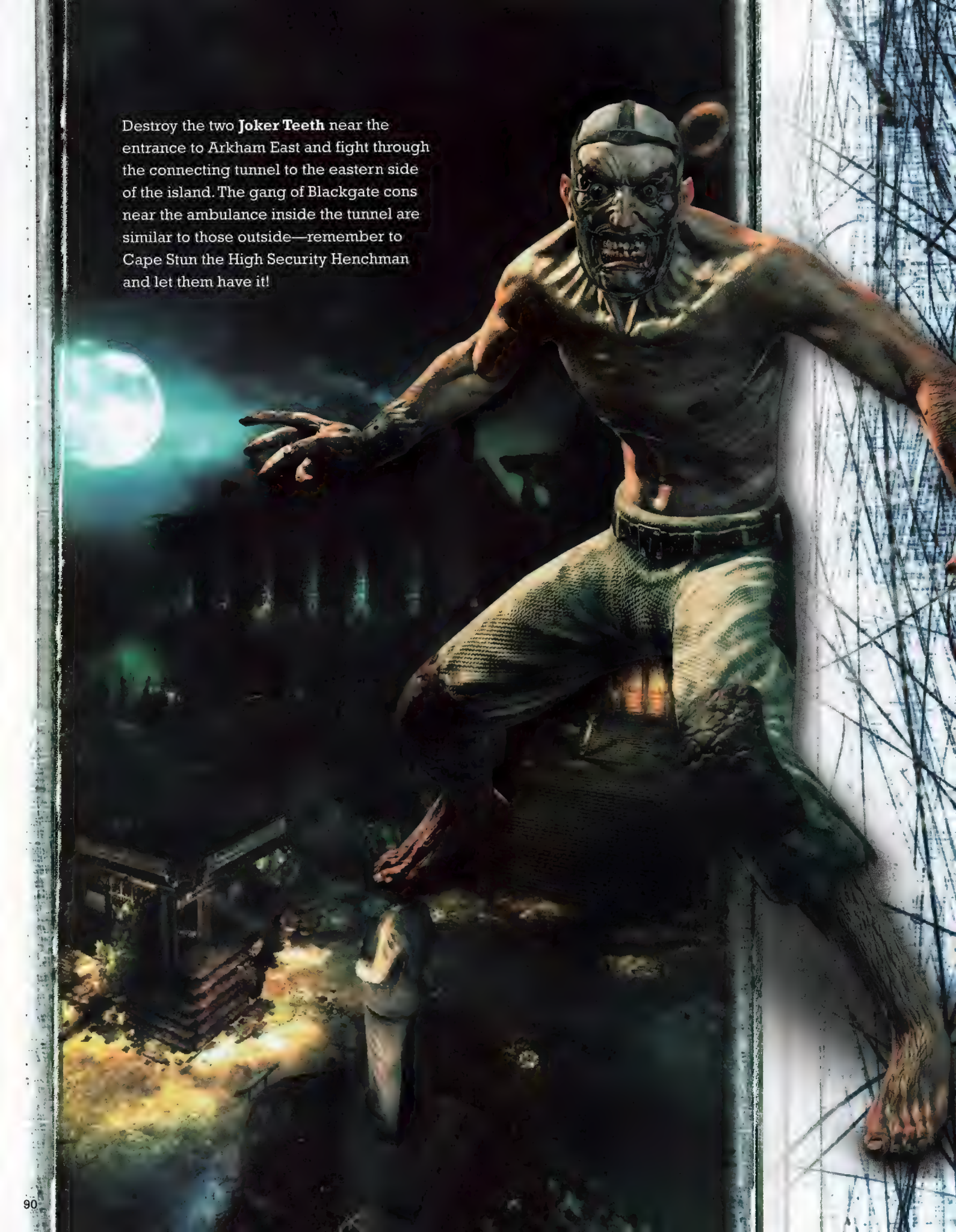
2 Armed 4 Unarmed

Batman exits the Caves on the second floor of the crumbling building in the northwest corner of the island. The Joker has stepped up his defenses while Batman was underground. A sniper has been stationed in each of the two guard towers, while four Blackgate thugs—including one High Security Henchman—are on the ground. Batman must not be detected!

Grapple into a hanging position on the nearest guard tower and use a Silent Takedown against the sniper when his back is turned. Glide over to the stairs leading to the second tower, grapple up, and perform a Silent Takedown on the second sniper. With the armed threat suppressed, Batman can leap into battle against the unarmed convicts.

Use a Remote Control Batarang to knock the High Security Henchman and another foe to the ground before gliding down to fight.





Destroy the two **Joker Teeth** near the entrance to Arkham East and fight through the connecting tunnel to the eastern side of the island. The gang of Blackgate cons near the ambulance inside the tunnel are similar to those outside—remember to Cape Stun the High Security Henchman and let them have it!

ARMED ENEMY ENCOUNTER

#2: ARKHAM ISLAND EAST

4 Armed

Joker has sent four snipers to the eastern side of the island in an attempt to stop Batman from reaching the mansion. Two snipers are on a ledge atop the main entrance to Arkham Mansion, while the other two are split between the two guard towers. Study their laser sights while in Detective Mode to ascertain the distance they can see and determine the direction they are facing.

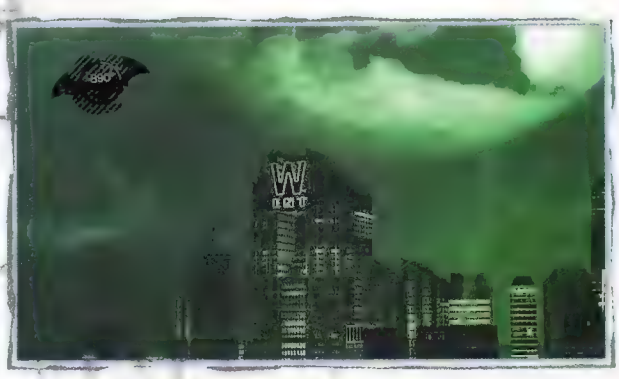
Grapple to the lengthy walkway on the right, crouch down, and run along the walkway to perform a Silent Takedown on the sniper up ahead. Retreat the way you came, then grapple to the other tower and unleash a Silent Takedown against the next enemy.

Cut through the cemetery to avoid detection and grapple to the roof of the northern wing of the mansion. Run along the rooftop to the southern end and grapple into position on the southern roof of the mansion. This should provide a clear view of the two snipers above the entrance. Use the Remote Control Batarang to take down the snipers, then glide over and perform Ground Takedowns to finish them off.

Now that the area is free of sniper fire, it's time to do some exploring. Put the Explosive Gel to use underneath the stairs to the Botanical Gardens and scan the **Chronicle of Arkham** located there. The small courtyard north of the mansion entrance contains two **Riddler Trophies** and another **Chronicle of Arkham**. Two additional **Riddler Trophies** are located on the mansion rooftop. Destroy the two **Joker Teeth** at the base of the stairs leading to the main entrance and go inside.

GOTHAM'S GREATEST FAMILY TOWERS OVER THE CITY.

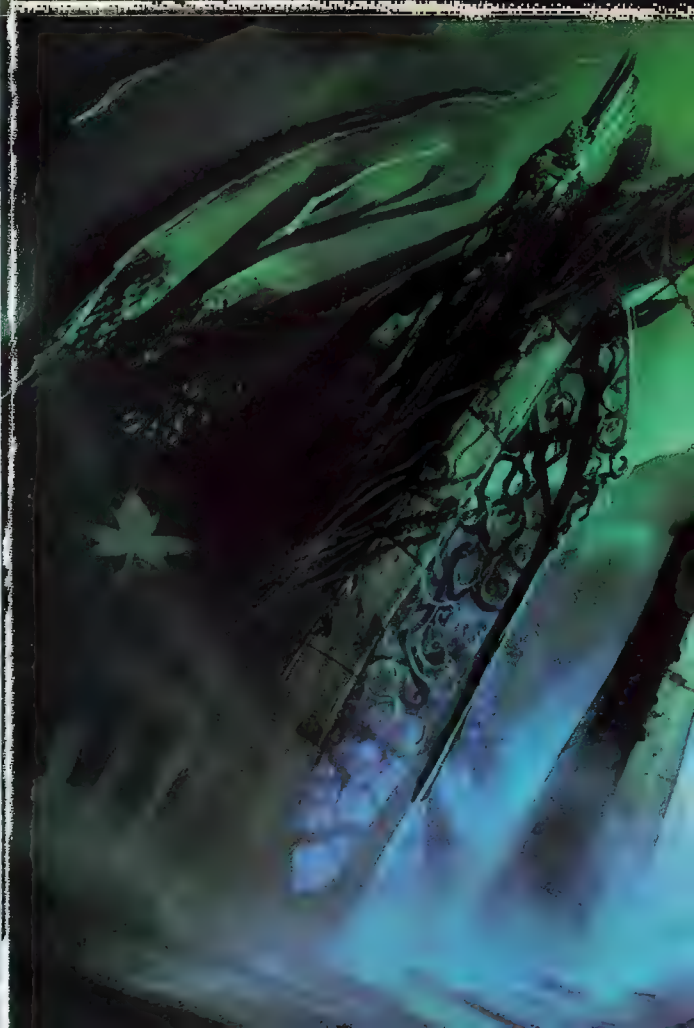
Grapple to the roof of Arkham Mansion, above the courtyard between the center of the house and the northern wing (where the Riddler Trophy is located) and stand near the gap in the fence. Zoom in on the large "W" logo atop the Wayne Enterprises building in the distance and scan the logo to solve this riddle.



An electric barrier blocks the entrance to the mansion, much like the situation at the Medical Facility earlier. It's time to find another way inside. Go outside and grapple to the ledge where the two snipers were perched, then use the Batclaw to yank the ventilation grate off the wall and grapple up. Enter the door inside the room to cross the threshold of the Mansion Entrance Hall.

BREAKING AND ENTERING

Take out the four snipers and proceed into Arkham Mansion. The main entrance is blocked, so Batman must use the Batclaw and grapnel gun to enter via the ventilation above the ledge.



INTRODUCTION

HEROES & VILLAINS

THE BATCAVE

WALKTHROUGH

01 | INTENSIVE TREATMENT
02 | ARKHAM ISLAND
03 | MEDICAL WING
04 | ARKHAM ISLAND
05 | CAVES
06 | ARKHAM ISLAND
07 | ARKHAM MANSION
08 | ARKHAM ISLAND
09 | PENITENTIARY
10 | ARKHAM ISLAND
11 | BOTANICAL GARDENS
12 | ARKHAM ISLAND
13 | INTENSIVE TREATMENT
14 | CAVES
15 | TITAN IVY
16 | PARTY CRASHER

THE RIDDLER'S CHALLENGE

SPIRIT OF ARKHAM

CHALLENGE MODE

ARKHAM MANSION

The fact that the Joker had Arkham Mansion protected by snipers is all too telling. Batman was hesitant to allow Dr. Young back into her office in the first place and now it's abundantly clear that the Joker has followed her there. Batman knows Cash was a good man and a solid guard, but is there any chance he was able to keep Dr. Young safe from the Joker's goons?

OBJECTIVES

1 Search Arkham Mansion to find Dr. Young's research notes.

2 Rescue the hostages.

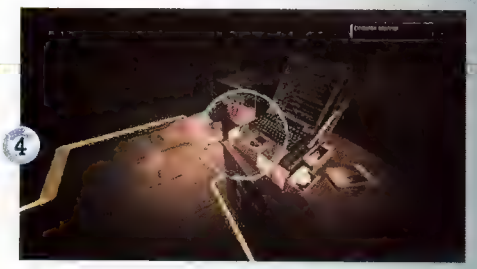
OBJECTIVES

RIDDLER'S CHALLENGES

AVAILABLE DURING FIRST VISIT

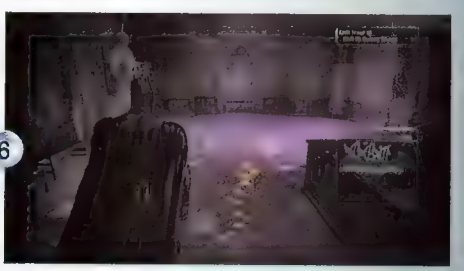
CHALLENGE TYPE	ROOM	GADGET REQUIRED
1	Mansion Entrance Hall	None
2	Main Hall	Batclaw
3	South Corridor	Batclaw
4	Library	None
5	Library	None
6	Arkham Records Room	Batclaw
7	North Corridor	None
8	Warden's Office	None
(5)	South Corridor	None
(10)	North Corridor	None
(20)	East Wing Corridor	None
	Mansion Entrance Hall	Batclaw & Explosive Gel
	Main Hall	None
	South Corridor	Explosive Gel
	Main Hall	None
	Arkham Records Room	Batclaw
	Dr. Young's Office	None
	Main Hall	None
	South Corridor	None
	South Corridor	None
	North Corridor	None
	Dr. Young's Office	None
	Dr. Young's Office	None
	East Wing Corridor	None
	Warden's Office	None
	Warden's Office	None

Explore Dr. Young's Office.



Isolate a forensic trail for Dr. Young.

Scan the Warden's Office to isolate a forensic trail.



Locate the Warden using his DNA trail.

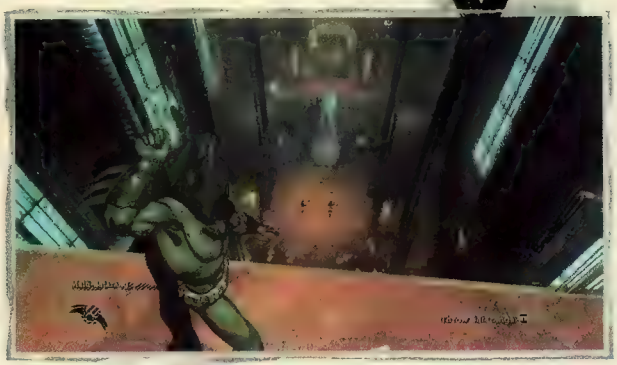
LOCATE DR. YOUNG

ARMED ENEMY ENCOUNTER

#1: MANSION ENTRANCE HALL

1 Armed 2 Unarmed

Batman's perch on the upper ledge in the Mansion Entrance Hall provides an opportunity to study the three thugs on the ground below without detection. The one nearest the statue is wielding an assault rifle, but all three are calm and oblivious to Batman's presence. Use the Multi-Batarang to knock them down, then swoop in and unleash some Ground Takedowns.



The security fence blocks the exit to the south and the doors to the Main Hall on the other side are barricaded shut by Joker's henchmen. Peel off the ventilation grate below the stairs to find the **Riddler Trophy,** then use the Batclaw to yank off the grate on the wall above the statue. Climb inside the crawlspace and use the Explosive Gel to reveal a **Chronicle of Arkham** and the passage to the Main Hall.

SEARCH ARKHAM MANSION TO FIND DR. YOUNG'S RESEARCH NOTES

Grapple to one of the gargoyles high above the floor and use Detective Mode to scan the room for signs of Blackgate thugs. There are nine of them, but fortunately none of them are carrying weapons. Glide into battle and give the thugs a beating they won't forget! Collect the **Riddler Trophy** from behind the grate in the base of the statue, then go up the stairs and grapple to the ledge above the statue to find another **Chronicle of Arkham.** Destroy the **Joker Teeth** and crawl through the grate on the east side of the room to find an **Interview Tape.**

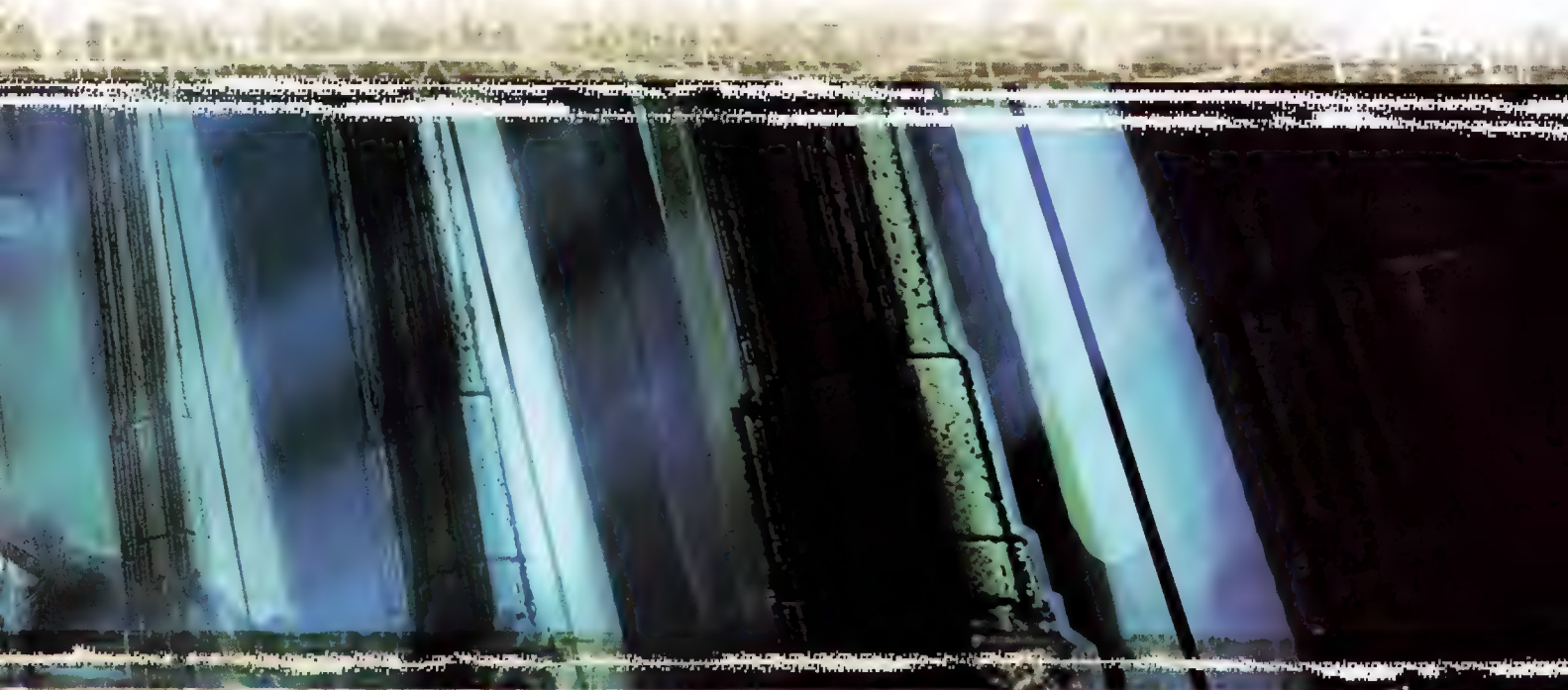
WHO IS THE MAIN MAN IN THE MAIN HALL?

Defeat the enemies in the Main Hall, then approach the hallway leading to the South Corridor. Scan the portrait of Commissioner James Gordon to solve this Riddle.

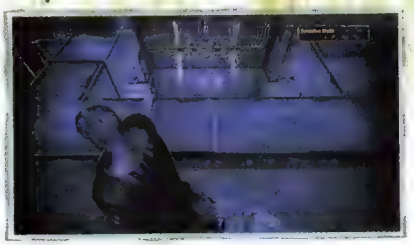
Enter the door in the southeast corner of the Main Hall to continue to the South Corridor and destroy the **Joker Teeth** on the other side. Grapple to the ductwork high above the floor on the east side of the South Corridor and use Detective Mode to find the structurally weak wall. Blow through it with Explosive Gel to find another **Chronicle of Arkham.**

WHAT DOES A BIRD NEED IN THE RAIN?

The same as any other creature: an umbrella, of course! Enter the South Corridor and scan the array of umbrellas inside the glass case on the east side of the room.



THIS FIENDISH PUZZLE LITERALLY APPEARS OUT OF THIN AIR.



Enter Detective Mode and locate the upper half of the "?" on the wall in the South Corridor. Grapple to the ventilation system on the other side of the room and spot the small dot of paint on the ductwork. Align it with the curly part on the wall to form the question mark and scan it.

ARMED ENEMY ENCOUNTER

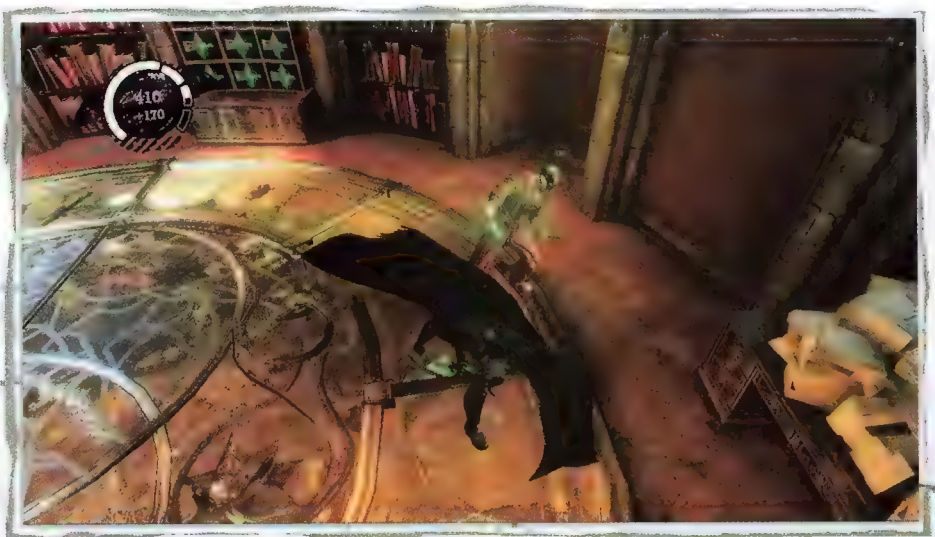
ARKHAM

#2: SOUTH CORRIDOR

1 Armed 1 Unarmed

The door to the Library is guarded by two thugs and one of them has an assault rifle. Take cover at the corner and get the Batarang ready. Throw the Batarang at the armed enemy, then dash in and knock out both foes. The gun will get knocked from the convict's hands as soon as the Batarang hits him, so don't worry about taking shots when he gets back up.

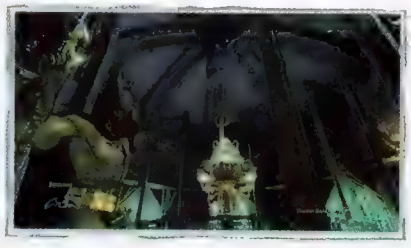
Double-back to the west to get the **Riddler Trophy** from behind the grate on the wall opposite the Library entrance. Upon entering the Library, about six henchmen will attack Batman, including two High Security Henchmen. Build up your combo and use Cape Stun Attacks to keep the foes in the red jumpsuits off-balance before attacking them.



Use the Batclaw to get the **Riddler Trophy** behind the grate on the main floor of the Library, then descend the stairs near the **Joker Teeth** to reach the lower level where two guards are tied to a large package. Joker promises to poison the guards in two minutes, but the security field prevents Batman from accessing the guards directly. Fortunately, there is another way to reach them!

RESCUE THE HOSTAGES

Sprint back up the stairs to the main floor (the one made of reinforced glass) and grapple to the railing two levels up. Crawl through the ventilation grate to enter a maintenance shaft behind the wall and use the grapnel gun to ascend even higher. The areas behind the wall are tiny and the passages aren't obvious, so turn slowly and look toward the ceiling to find areas to grapple to. Continue the ascent until you exit on the fourth floor balcony, directly in front of the massive chandelier. Throw a Batarang at the rope supporting the chandelier to drop it through the glass floor where the hostages are located. Swoop down through the hole to free the hostages.



SEARCH ARKHAM MANSION TO FIND DR. YOUNG'S RESEARCH NOTES (CONTINUED)

Grapple back to the uppermost level in the Library and locate the ventilation grate on the wall. Find the **Riddler Trophy** behind it, then descend to the main floor and return through the South Corridor to the Main Hall. Defeat the thugs in the Main Hall and continue to the West Wing Corridor.

ARMED ENEMY ENCOUNTER

#3: WEST WING CORRIDOR

1 Armed

A lone gunman in the West Wing Corridor is holding two guards at gunpoint. Since his back is to the door from the Main Hall, sneak up behind him to perform a Silent Takedown or fire the Batclaw into his back to yank him toward you for a quick beat-down! Continue west to the Arkham Records Room.

SUICIDE COLLARS

The thug with the gun was fitted with an Arkham Suicide Collar. This device detects the wearer's pulse and sounds an alarm if the wearer's heart rate drops too low. Under normal conditions, a squad of guards would rush to the sound of the alarm, but that isn't the case with Joker running the asylum!

Now whenever an alarm sounds, the other Blackgate convicts will come running toward the sound. With knowledge of the Suicide Collars comes the ability to upgrade to the Sonic Batarang. This cool gadget matches the frequency of the Suicide Collars and can be used to lure enemies into traps.

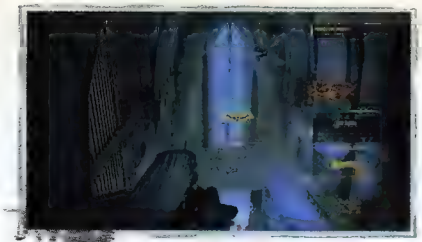
ARMED ENEMY ENCOUNTER

#4: ARKHAM RECORDS ROOM

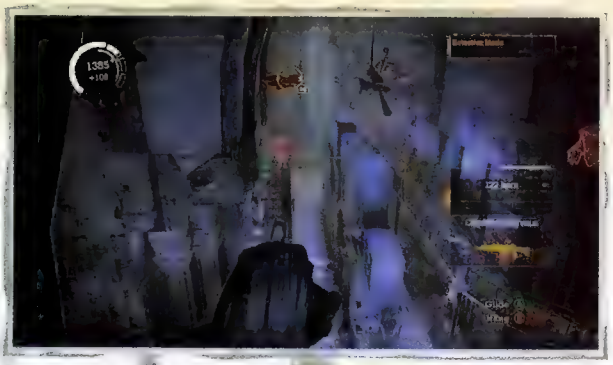
6 Armed

Aaron Cash and another Arkham Guard have been taken hostage in the center of the room. There are six armed gunmen standing watch over them in hopes that Batman will come to their rescue. Two of the gunmen are in the center of the room, while the others are spread out through the wings of the Arkham Records Room. Batman must move quickly to eliminate the gunmen patrolling the upper walkways before their bodies are discovered.

The foes on the periphery are on the move, meaning their locations will vary. Grapple to a gargoyle nearest one of them and look for an opportunity to either Glide Kick a lone enemy or tie him up with an Inverted Takedown. Swing to another gargoyle and prepare the Batarang for an opportunity to cut the rope and drop the tied-up enemy onto another foe!



Be very careful during situations in which three gunmen are grouped tightly together, as they can be difficult to dispatch without being detected. Put the Multi-Batarang to use and attempt to quickly knock them out or, if you have the Sonic Batarang, spray two batches of Explosive Gel on a wall and throw a Sonic Batarang toward the gel to lure the enemies toward it. Trigger the explosion right when they arrive to stun them!



Cut Cash and the other guard free as soon as the final gunman is incapacitated. Use the Batclaw to rip down the ventilation grates on the south side of the room to enter the two secure areas. Take a moment to explore the areas to find an **Interview Tape** and **Riddler Trophy,** then head north to the North Corridor.

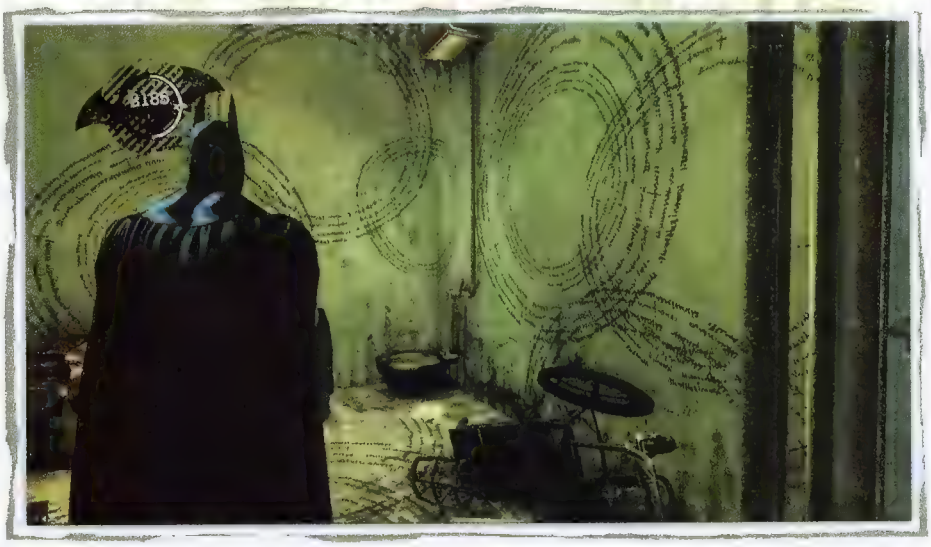
BATMAN: "THE JOKER WANTS THEM. THAT MAKES THEM IMPORTANT."

EXPLORE DR. YOUNG'S OFFICE

The North Corridor is a two-story room with a hefty ceiling that conceals an upper walkway and maintenance area. Batman must use this upper passage to reach Dr. Young's Office since the door connecting it with the North Corridor is locked. Locate the ventilation grate near the door to the office and pry it off the wall to enter a small cell. Destroy the **Joker Teeth** and look toward the ceiling to spot a crawlspace.

DID AMADEUS GO MAD OR WAS HE JUST DIZZY?

Crawl through the ventilation system in the North Corridor to reach the two secluded cells in the back. Enter the one with the numerous circular writings and scan the wall to solve this Riddle.

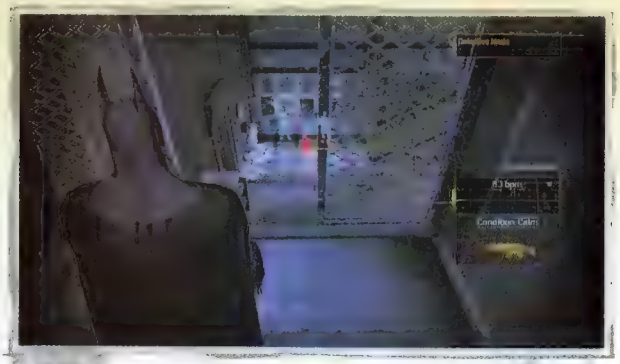


Exit the ventilation system on the upper level of the North Corridor and return to the corner where the door to the Arkham Records Room is located to find a **Riddler Trophy**. Crawl through the ductwork on the east side of this upper level to drop into Dr. Young's Office.

ARMED ENEMY ENCOUNTER

#5: DR. YOUNG'S OFFICE

1 Armed 2 Unarmed



Throw the Batarangs at the enemies on the ground near the door to Dr. Young's inner office. Try to hit the enemy with the assault rifle. Leap into action and knock them out to secure the room.

IT'LL BE A COLD DAY IN HELL WHEN THIS GHOUL RISES AGAIN.

Sneak through the ventilation system from the upper level of the North Corridor to Dr. Young's Office. Defeat the thugs and head up the stairs and scan the corpse on the open drawer in the morgue portion of the office.

The door to Dr. Young's inner office space is locked, so crawl through the ductwork to reach it. Locate the opening on the north wall of the autopsy area and crawl through it. Examine the computer and desk to find the video of who retrieved the files from the safe in her office.

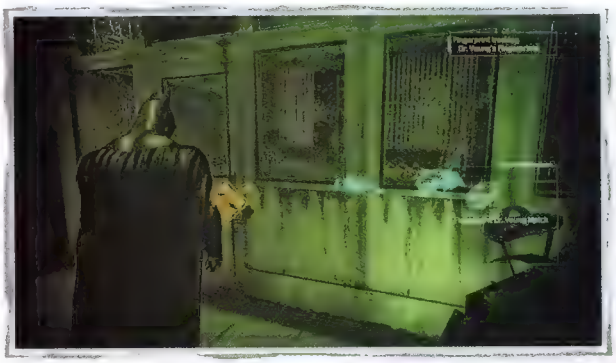
ISOLATE A FORENSIC TRAIL FOR DR. YOUNG

The video on the computer shows that it was Dr. Young who retrieved the formula from the safe, but there's no telling where she went! Batman must find some evidence of her location to track her down.

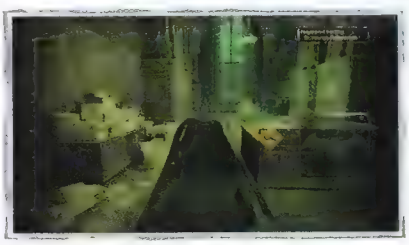
HOW DO YOU MASK YOUR FEELINGS WITHOUT LOSING CONTROL?

Zoom in and scan the mask hanging on the wall in Dr. Young's Office. The mask is located to the right of the safe.

Enter Detective Mode and scan the outlined area for anything that may contain a signature of Dr. Young. Approach the safe to locate a handprint and scan the print to isolate the fingerprints. The prints are a match with Dr. Young, thus providing a trail for Batman to follow. Go back through the ductwork to the morgue and battle the thugs who emerge from the locked door ahead. Grab the **Interview Tape** on the desk and continue to the West Wing Corridor where a gift of three **Joker Teeth** awaits.

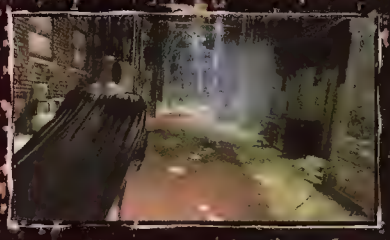


Following Dr. Young's fingerprints while in Detective Mode takes you back through the Main Hall and South Corridor to the Library. Descend the stairs in the rear of the room to the area where the freed hostages are located, then use Detective Mode to spot the book she hid the research notes in.



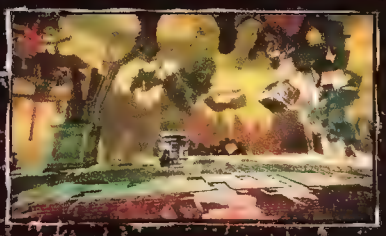
STUCK IN A NIGHTMARE

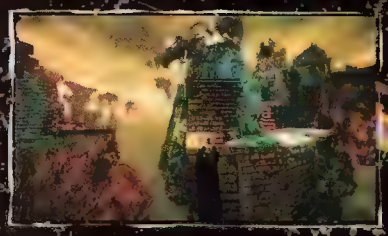
A mysterious gas emerges from the vents near the door leading back to the South Corridor and Batman suddenly finds himself back in Wayne Manor. This walk along the rain-soaked corridor will bring the horror-filled sights and sounds of that fateful night so many years ago to the present. Continue through the scene to the end of the hall and exit through the door to enter a version of Wayne Manor specially created by the Scarecrow.



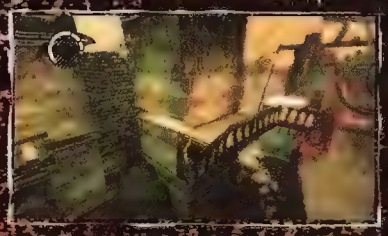
This encounter with Scarecrow is similar to the one that occurred back at the Medical Facility, but this one is much trickier. Start the counter-clockwise lap around the ruins of Wayne Manor by sprinting from cover to cover, then using the Batclaw to yank the large containers off the ledges. Use these containers for cover, then sprint to the wall and climb up. Round the corner and defeat the skeletons that Scarecrow summons from the ground and continue.

Sprint and jump off the edge to grab hold of the gap in the wall and shimmy around to the right. Remain in a hanging position to the far edge and climb into cover. Run and jump to the right, climb up twice and then jump again to continue. Shimmy around the ledge to the right as far as possible and press the Cape Stun Button to drop to the pathway below. Another batch of skeleton creatures awaits Batman in the distance.





Continue to the right and grapple up to the ledge near the giant gears. After that, run around the corner to the next ledge. Don't worry about the Scarecrow spotting Batman in this area, as his gaze is focused elsewhere. Take your time shimmying over and climbing up to the swinging pendulum. Now this is when things get a bit tricky…



Be patient while jumping past the swinging pendulum, then take cover behind the wall closest to Scarecrow. Wait for his gaze to swing from left to right past Batman's position and sprint down the walkway away from him and into cover to the right. Wait near the right-hand end of the wall and pause until Scarecrow pans to the left. When this occurs, quickly run and mantle over the railing and take cover near the wall up ahead. Stay in cover until Scarecrow begins to look back to the left, then quickly climb up, jump the gap, and shine the Bat-Signal at him!

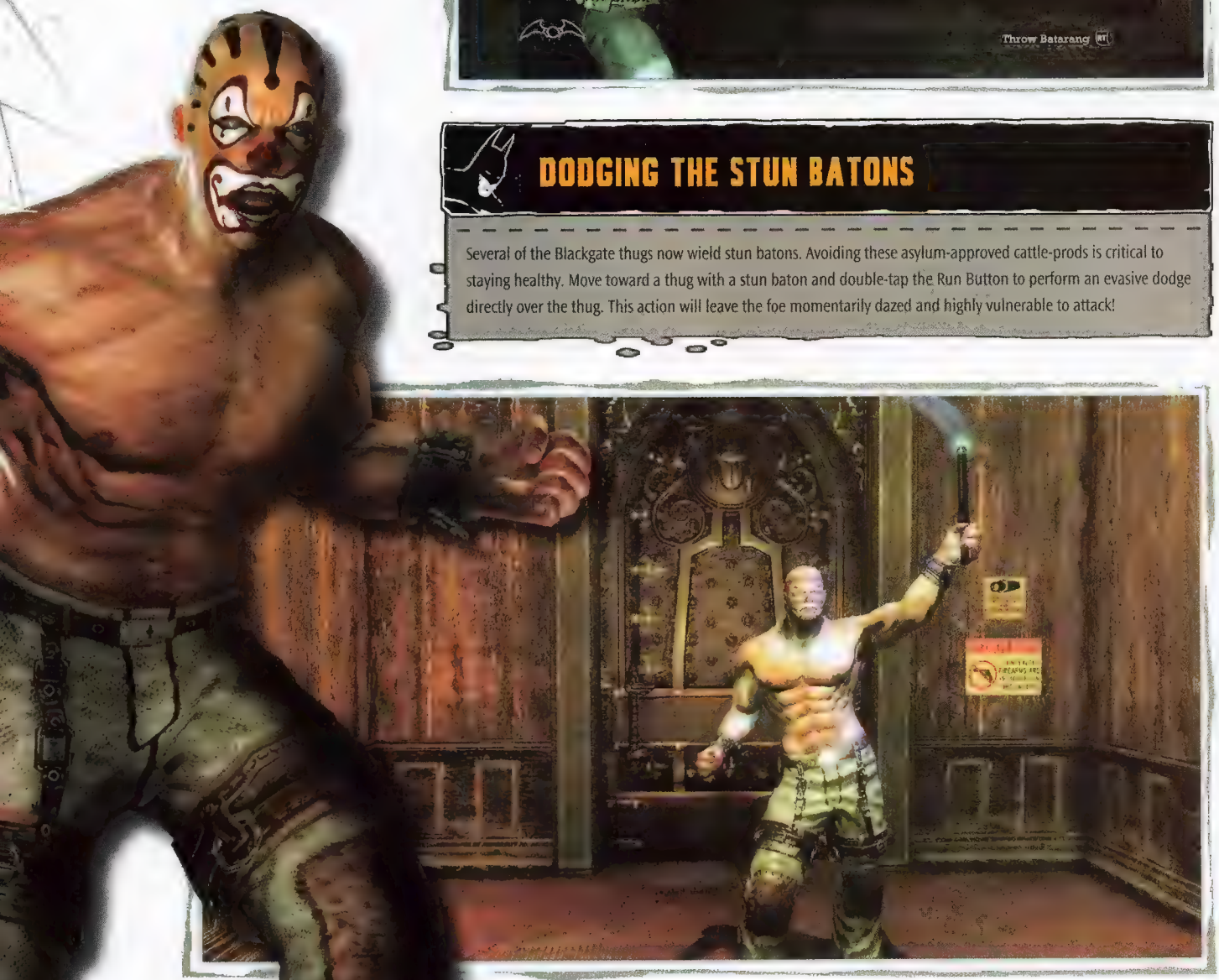
RECURRING NIGHTMARE

Survive the second encounter with Scarecrow. Use the Batclaw early on and fend off the waves of skeletons when they appear. Follow the steps outlined previously to clear the final few hurdles and shine the Bat-Signal at Scarecrow to break the spell and escape the nightmare.

Batman breaks free from the nightmare high in the clocktower of Arkham Mansion. There's no telling how he got there—temporary insanity perhaps—but the only way down is to cut the rope holding the bell. The bell smashes through the security gate that was previously blocking the entrance to the East Wing Corridor.

DODGING THE STUN BATONS

Several of the Blackgate thugs now wield stun batons. Avoiding these asylum-approved cattle-prods is critical to staying healthy. Move toward a thug with a stun baton and double-tap the Run Button to perform an evasive dodge directly over the thug. This action will leave the foe momentarily dazed and highly vulnerable to attack!



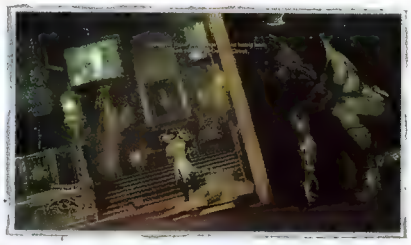
A GAME OF CAT AND MOUSE CAN BE PAINFUL.

Enter the East Wing Corridor and scan the display case containing Catwoman's mask and gloves. The case is in the southeast corner of the room.

Head north through the East Wing Corridor and locate the bathrooms on the right side. There's an enemy in the left-most stall, so perform a Silent Takedown on him. This next part is entirely optional, but it will net you some bonus XP. Advance slowly toward the Warden's Office, as Zsasz has Dr. Young in the room to the right. If he spots Batman, it will mark the end of the doctor's days!

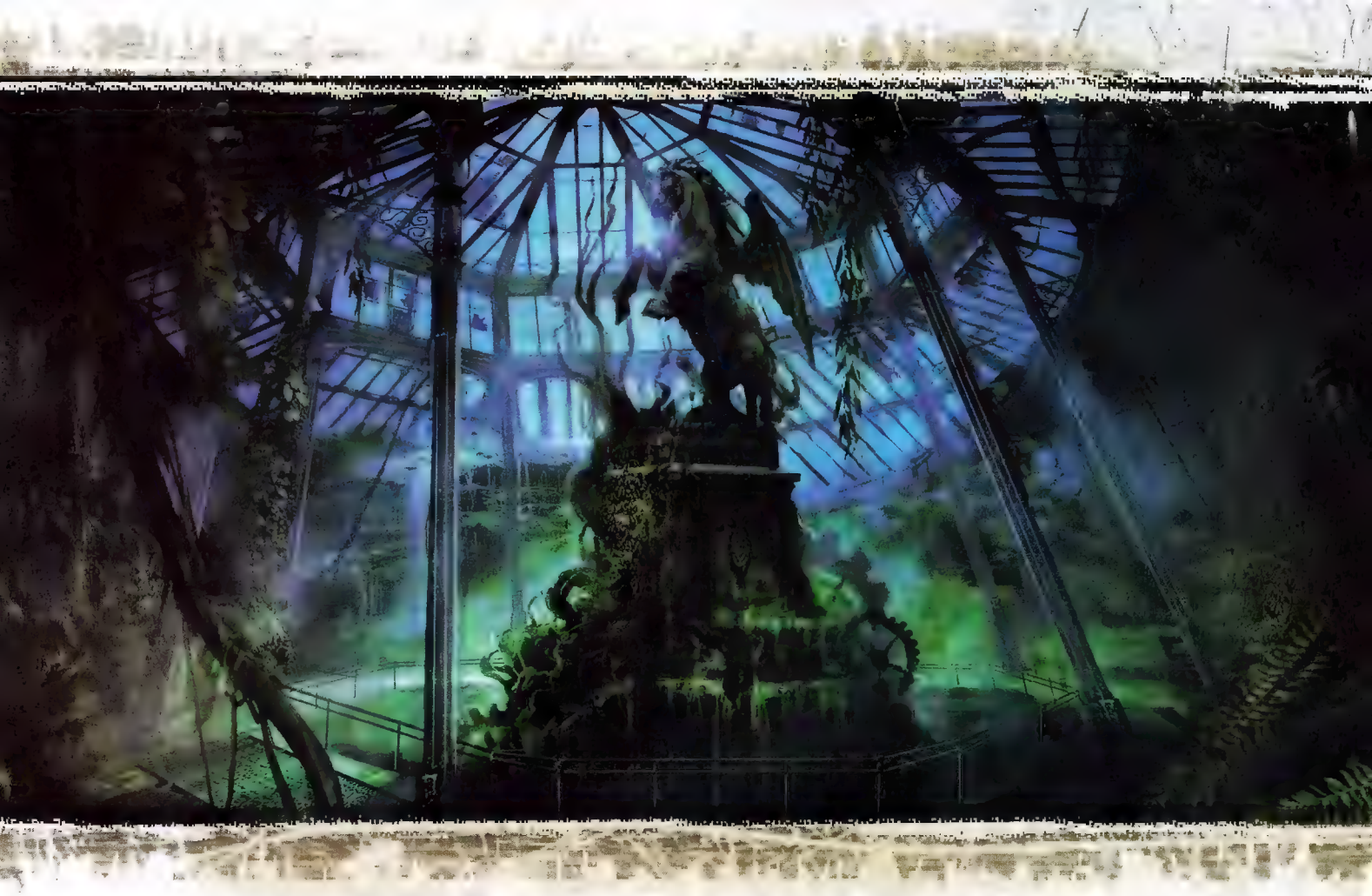
THE JOKER: "PULL UP A SEAT. TALK TO ME. I'M ALL EARS!"

Take cover to the right of the room leading into the main office and prepare the Batarang. Wait for Zsasz's head to pop out to the right of Dr. Young's, then throw the Batarang. Don't throw it too soon or step out of cover, as doing so will result in the doctor's demise. Once freed, Dr. Young reveals the extent of the Titan Formula and what she knows about the Joker's intentions.



ZSASZ CUT DOWN TO SIZE

Stay out of Zsasz's line of sight and take him down when he his head appears. Stay in Corner Cover until he pokes his head out from behind Dr. Young, then throw a Batarang to down him once and for all!



DESTROY THE TITAN PRODUCTION FACILITY IN THE BOTANICAL GARDENS

Defeat the three thugs who appear in the Warden's Office and locate the **Secrets Map** on the desk. There is also a question mark hovering around the area where the map was found; it relates to the riddle that can be solved right next to the table.

ISN'T THE WARDEN TOO OLD FOR A PUPPET SHOW?

Scan the puppet in the glass case inside the Warden's Office in Arkham Mansion. The case is next to the desk with the Secrets Map.

SCAN THE WARDEN'S OFFICE TO ISOLATE A FORENSIC TRAIL

Harley Quinn kidnapped the Warden from his office. In the process, she gave him a pretty good smack in the head with her scepter. Locate the broken scepter on the ground and scan the area while in Detective Mode to locate Quincy Sharp's blood. Batman can detect a DNA sample from the spilled blood and hair.

LOCATE THE WARDEN USING HIS DNA TRAIL

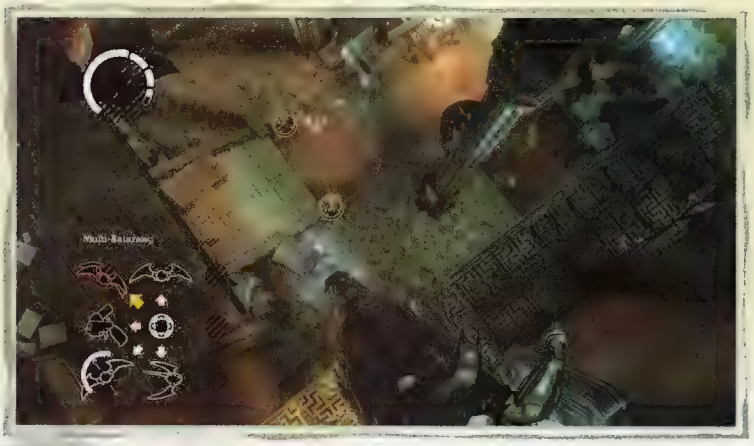
Exit the area of the Warden's Office where Zsasz was located and grapple to the balcony above the cabinets to find three **Joker Teeth**. Descend to the floor and grab the **Riddler Trophy** on the desk in the back corner. Exit the office and break open the gift box in the East Wing Corridor to find the final three **Joker Teeth** in Arkham Mansion. Follow the DNA trail back through Arkham Mansion, passing through the Main Hall and Main Entrance Hall back onto the island surface.

ARMED ENEMY ENCOUNTER

#6: MAIN HALL

3 Armed

Following the DNA trail back to the Main Hall while in Detective Mode reveals the three armed convicts up ahead. Grapple to a gargoyle and survey the situation. Depending on your available WayneTech gadgets, consider using a Remote Control Batarang to down the lone thug, then use the Multi-Batarang on the other two enemies. This should provide enough time to swoop in and perform a series of quick Ground Take-downs to finish them off.



ARKHAM ISLAND

Batman needs to get to the Botanical Gardens, but he can't enter that area without first securing the key card from the warden. There's no telling where Harley dragged the warden, but judging by the announcement blaring over the public address system, at least he's alive.

OBJECTIVES

1

Locate the warden using his DNA trail.

DESTROY THE TITAN PRODUCTION FACILITY IN THE BOTANICAL GARDENS

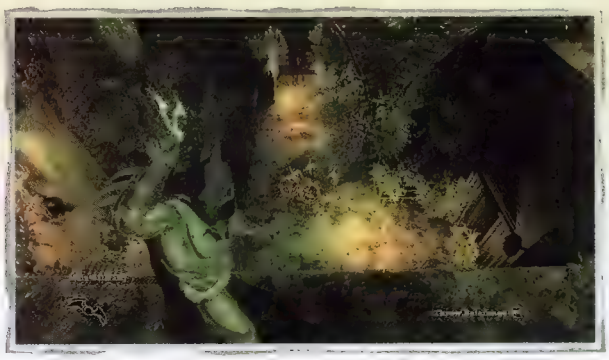
LOCATE THE WARDEN USING HIS DNA TRAIL

Unsurprisingly, the warden's DNA trail doesn't lead to the Botanical Gardens building but rather to the Abandoned Tunnel to the southwest. Follow the path into the tunnel and use the grapnel gun to grapple over the locked gates. Stay in Detective Mode to keep an eye on the six enemies in the distance.

ARMED ENEMY ENCOUNTER #1: ARKHAM ISLAND WEST

2 Armed 4 Unarmed

Stand high on the ledge overlooking the Blackgate thugs and use the Multi-Batarang to eliminate the ones carrying guns, then swoop down and Glide Kick one of the others. Leap into action with a series of quick kicks and Special Combo Throws to disable those with the heavy steel pipes.

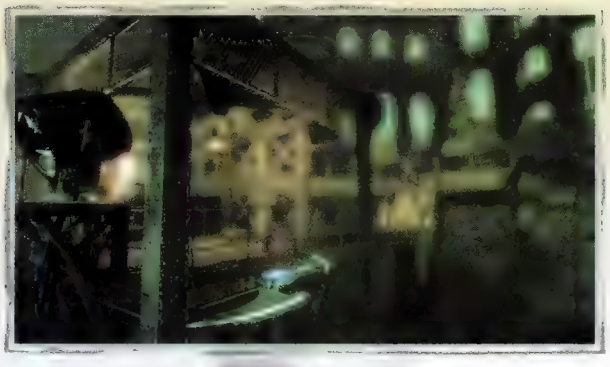


Locate the **Riddler Trophy** behind the gate where the enemies were located, then grapple to the ledge above it and use the Explosive Gel to break through the ceiling. Exit the Abandoned Tunnel to reach Arkham Island West and take cover near the rocks on the right-hand side to avoid detection by the sniper.

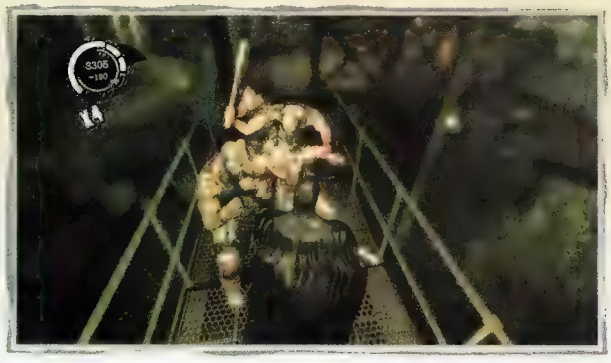
ARMED ENEMY ENCOUNTER #2: ARKHAM ISLAND WEST

1 Armed 6 Unarmed

Use Detective Mode to spot the sniper's laser site and stay underneath the pipes near the rocks to remain undetected. Throw the Remote Control Batarang in the direction of the guard tower and steer it straight into the sniper's head. Sprint along the ground to the watchtower and quickly grapple up to it before the sniper regains consciousness. If you're feeling particularly frisky, try throwing a second Remote Control Batarang at the unarmed hostiles near the Penitentiary entrance. See how many of them you can knock down!



The unarmed thugs will likely rush toward Batman's position. Dodge over the ones with the Stun Batons and use quick Batarang throws or the Batclaw to knock them around. It's best to keep the stream of baddies corralled to the narrow walkway, as this limits their ability to flank and surround Batman. Essentially, this makes them stand in line for the beating they're about to take!



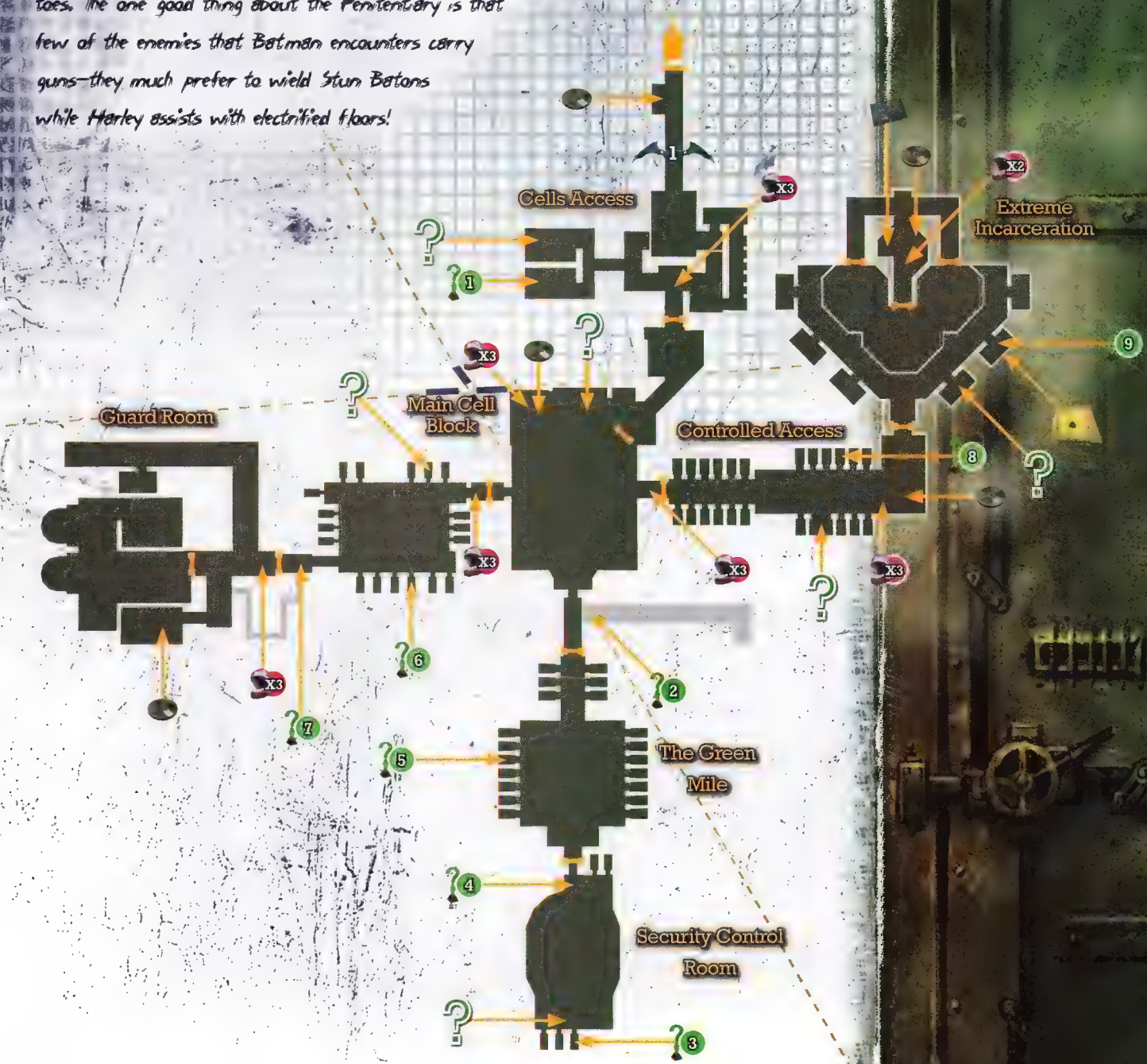
Destroy the **Joker Teeth** on the guard tower and head toward the Penitentiary. The warden's DNA trail leads up the stairs near the dock and goes inside the Penitentiary. Grab the **Riddler Trophy** from behind the ventilation grate on the wall next to the cellblock entrance and head inside.

THE FUNHOUSE ISN'T READY YET

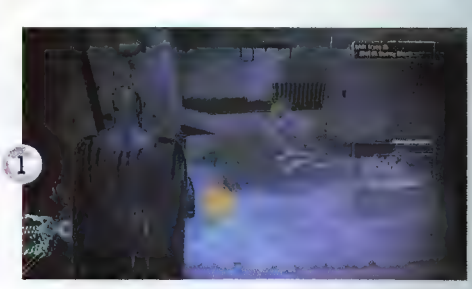
The entrance to the Visitor Center (northeast corner of Arkham Island West) is unlocked. Suspicious players wondering what the Joker may have in store can enter the Visitor Center through the half-built clown face façade and watch a recording that the Joker has waiting for Batman's arrival.

PENITENTIARY

The warden's DNA trail leads directly to the Penitentiary, where Harley obviously has something in store for him. The Penitentiary on Arkham Island is home to many of the most crazed lunatics Gotham City has ever known, so it's important to stay on your toes. The one good thing about the Penitentiary is that few of the enemies that Batman encounters carry guns—they much prefer to wield Stun Batons while Harley assists with electrified floors!



OBJECTIVES



1

Locate the warden using his DNA trail.

2

Obtain the security key codes from the warden.

3

Apprehend Harley Quinn.

RIDDLER'S CHALLENGE

AVAILABLE DURING FIRST VISIT

CHALLENGE TYPE	ROOM	GADGET REQUIRED
1	Cells Access	None
2	Main Cell Block	Explosive Gel
3	Security Control Room	Explosive Gel
4	Security Control Room	Cryptographic Sequencer
5	The Green Mile	None
6	Main Cell Block	None
7	Main Cell Block	Batclaw
8	Controlled Access	Explosive Gel
9	Extreme Incarceration	Cryptographic Sequencer
(5)	Main Cell Block	None
(10)	Guard Room	None
(20)	Controlled Access	None
	Extreme Incarceration	Cryptographic Sequencer & Explosive Gel
	Cells Access	None
	Main Cell Block	None
	Guard Room	None
	Controlled Access	None
	Extreme Incarceration	None
?	Cells Access	None
?	Main Cell Block	None
?	Security Control Room	None
?	Main Cell Block	None
?	Controlled Access	None
?	Extreme Incarceration	None
?	Extreme Incarceration	None

DESTROY THE TITAN PRODUCTION FACILITY IN THE BOTANICAL GARDENS

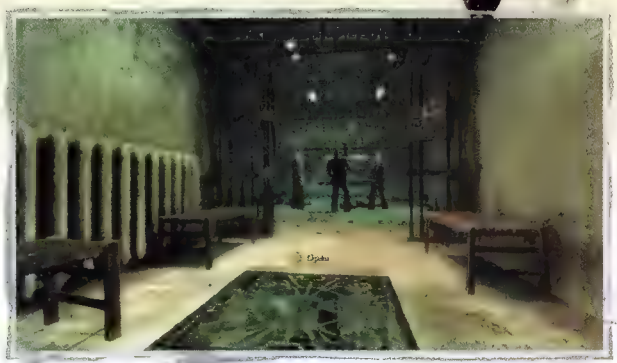
LOCATE THE WARDEN USING HIS DNA TRAIL

ARMED ENEMY ENCOUNTER

#1: CELLS ACCESS

1 Armed 2 Unarmed

Grab the **Interview Tape** on the desk and duck beneath the floor grate to get closer to the three enemies up ahead. There are plenty of options to utilize here, but the simplest option involves using a Multi-Batarang to drop them all with a single toss. Rush forward and perform a Ground Takedown on the foe carrying the gun, then finish off the other two.



Follow the white stripe on the floor in a clockwise direction through the showers, past the **Joker Teeth** and over to the restrooms on the other side of the Cells Access area. The last stall in the men's room contains a **Riddler Trophy,** while the women's restroom contains a riddle solution.

HOW DO YOU REFLECT ON YOUR SUCCESSES AND FAILURES, BATMAN?

Enter the women's restroom in the Cells Access area (loop around through the showers) and scan the large mirror on the wall.

Stand facing the security camera near the door to gain access to the Main Cell Block. Grapple to the roof of the cells and take the ramp to the security office overlooking the prisoners. Destroy the **Joker Teeth** and pick up the **Interview Tape** here.

TWO PEOPLE, ONE VOICE, NO GUN?

Grapple to the top of the cells in the Main Cell Block and take the ramp toward the northern walkway. Locate the framed Tommy Gun on the wall and scan it to solve this Riddle.

Follow the warden's DNA trail south toward the Green Mile. Use the Explosive Gel to collect the **Riddler Trophy** behind the wall on the left. Avoid the electrified water just beyond the trophy, as you'll explore this maintenance corridor later. Continue south to the Green Mile to encounter none other than Poison Ivy, who begs for her release. Continue to the Security Control Room.

A CASE OF MISTAKEN IDENTITY?

After rescuing the Warden in the Security Control Room, scan the prisoner behind the glass wall at the south side of this room. Sure he may resemble Aaron Cash, but don't believe it for a second!

OBTAIN THE SECURITY KEY CODES FROM THE WARDEN

Warden Quincy Sharp is tied to a chair in the central control booth up the stairs in the center of the room. Free him from his restraints and scan his keycard using the Cryptographic Sequencer. The keycard only contains half of the code necessary to unlock the security gates, but Batman can decrypt the other half using his gadget.

NEW GADGET! CRYPTOGRAPHIC SEQUENCER

The Cryptographic Sequencer takes advantage of the warden's key code, making it possible to hack the security gates. To use the tool, rotate the Left and Right Movement Controls on your controller until the ultrasound frequency overrides the system. Each security alarm has a difficulty rating, represented by a series of orange dots that appear next to the targeting reticule.

The best way to hack a security gate is to move just the Left movement stick until the curves on the display reach their max, then hold that position while slowly moving the Right Movement Stick around. The wave will grow in amplitude and frequency and the display will turn green when the proper frequency has been detected. Hold this position with both Movement Sticks to short-circuit the gate.

APPREHEND HARLEY QUINN

Use the Cryptographic Sequencer to deactivate the security gate that trapped Batman in the control room with the warden. Collect the two **Riddler Trophies** on the opposing balconies in this room, then return to the Green Mile. The cell doors throughout the Penitentiary have been unlocked by the Joker and the lunatics are on the loose—be extra careful of the maniacal fiends that try to ride Batman piggy-back style!

THE JOKER: "AND SPEAKING OF RIOTS, HERE'S A BIT OF CIVIL UNREST I COOKED UP SPECIAL FOR YOU!"

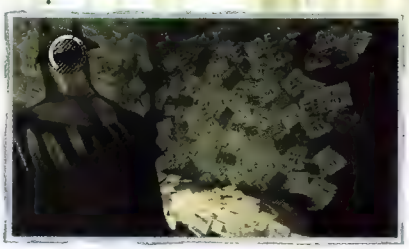
Harley didn't run very far. She's in the Main Cell Block atop the now-unlocked cells. Unfortunately, she just activated the electrified—and incredibly deadly—floor! Grapple to the roof of the cells and prepare to battle two waves of the Joker's henchmen. Beware of the thugs with the Stun Batons; mix in some quick Batarang throws and Special Combo attacks to increase Batman's variety of attacks for additional XP.

GET AWAY FROM THAT LOCKER!

The enemies will make a run for the two gun lockers atop the cells. It's unlikely that you'll reach them in time, so quickly fire the Batclaw to yank the foes away from the cabinets. This technique is particularly useful against enemies that manage to get their hands on a gun.

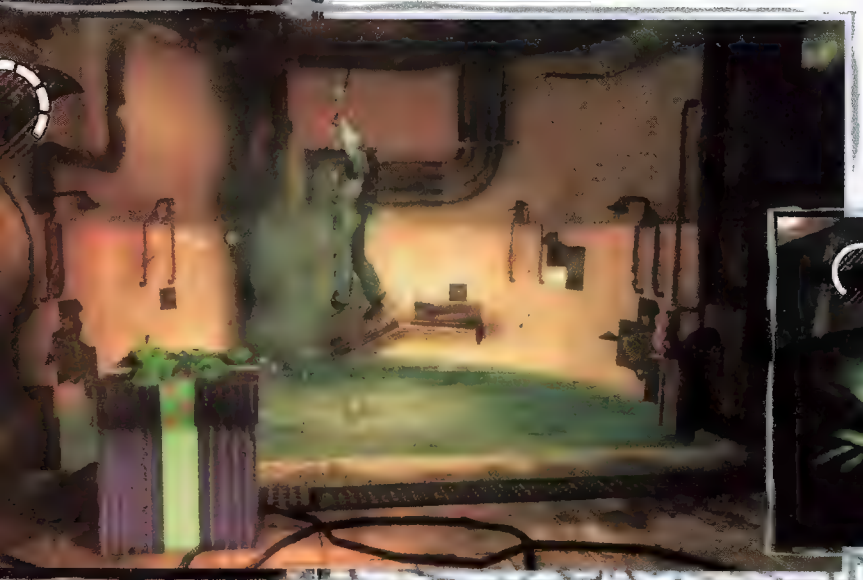
Run up the ramp to the security office and use the Cryptographic Sequencer to deactivate the electrified floor. Return to ground level and continue west through the Main Cell Block to the Guard Room. Loop around the Main Cell Block in a clockwise direction to find the **Riddler Trophy** inside the abandoned cell.

THIS ROOM IS THE END OF DAYS FOR EVEN THE MOST CELEBRATED KILLER.



Proceed to the west wing of the Main Cell Block and locate the cell along the northern wall. Look for the one with the myriad calendar clippings tacked to the wall.

Harley has a surprise in store for the Dark Knight in the Guard Room. She's strung a pair of guards above electrified pools of water and there's a canister of Joker Toxin set to be released in the room! There is no time for exploration! Use the Cryptographic Sequencer to the left of the window to deactivate the pools of water to the left. Round the corner and use the Cryptographic Sequencer to deactivate the electricity flowing to the pool of water to the right. Next, stand back and cut the ropes with Batarangs as fast as possible. With just thirty seconds left on the timer, you must quickly hack the control panel near the door to escape.



BATMAN: "SHE WON'T GET AWAY. I'LL STOP HER, THEN HER BOYFRIEND."

Follow Louie Green and the other guard into the control room to the right to find an **Interview Tape**, then use the Batclaw to access the ventilation system on the wall to find another **Riddler Trophy**. Destroy the **Joker Teeth** and return to the Main Cell Block. Proceed directly across the previously electrified floor to another batch of **Joker Teeth**. Harley will deactivate the security gate so Batman can enter the Controlled Access area—there's clearly a trap up ahead.

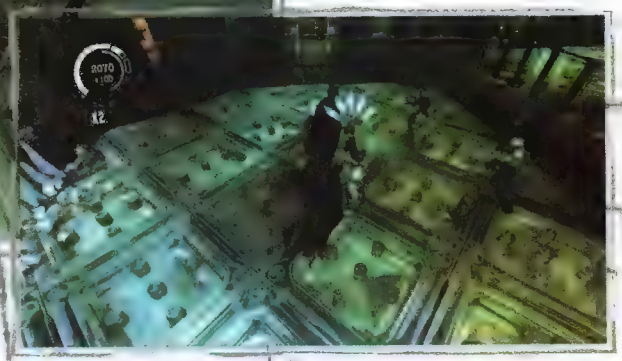
WHAT HAS FOUR WALLS, TWO SIDES, AND ONE EXIDA?

Proceed halfway through the Controlled Access corridor and keep your eyes peeled for the cell on the right. It contains the "Vote Dent" political poster; step inside the cell and scan the wall.

Grapple to the upper area of Controlled Access and find the **Interview Tape** on the desk. Blow through the walls on the balcony to collect the **Riddler Trophy** and descend the stairs to the Extreme Incarceration area. Don't keep Harley waiting...

The Extreme Incarceration area features three electrified floors shaped like a triangle. Harley will send in wave after wave of henchmen while periodically turning on the electricity for one of the floors. Batman must not only fight several brutes, but he needs to climb over the railings dividing the floor to escape the electric current before it drains his health.

The first batch of enemies appears from the far-right corner. Sprint toward the wall and climb over the railing to meet them on the upper right-hand level. Quickly knock them to the ground and perform Ground Takedowns when the opportunity arises. The next wave enters from the other side and the fight goes to the central floor. At this point, Harley starts to turn on the electricity more frequently. Focus on the enemies with the Stun Batons and don't hesitate to climb from one section to the other when the floor starts to turn white—with any luck some of the thugs will be electrocuted!



NO BUTTONS NECESSARY

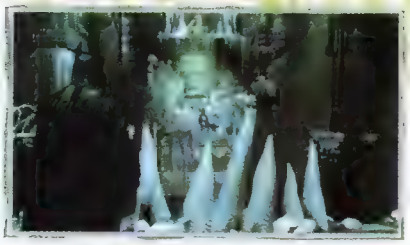
The railings that divide the sections of floor are low enough to climb over without any extra button presses on your part. Just direct Batman toward the railing while holding the Run Button, then push the Movement Controls directly toward the railing to make him climb.

Defeat the henchman to ruin Harley's party. Batman will take this opportunity to put her back behind bars, but not before scanning her fingerprints. He'll isolate only those fingerprints with chlorophyll on them so he can find a way inside Botanical Gardens.

SOLITARY CONFINEMENT

Defeat the waves of the Joker's henchman in the Extreme Incarceration area without being electrocuted to flush Harley out of hiding. Batman will have little trouble tossing her in jail when she tries to make a run for it.

ALL ALONE IN YOUR CELL? WHY DON'T YOU BREAK THE ICE WITH THE MOST DANGEROUS PRISONERS.



Scan the ice-covered prisoner's cell in the Extreme Incarceration area after apprehending Harley Quinn. There's no need to open the doors or attempt to go inside; just scan it from the central floor.

Enter the doors on the right-hand side of Extreme Incarceration and loop around to the lower central room to find the **Secrets Map**. Use the stairs in the left-hand hallway to reach the observation and control room upstairs. Destroy the **Joker Teeth** and grab the **Interview Tape,** then use the Cryptographic Sequencer to disable the security doors on cell 5. Doing so nets Batman access to a **Riddler Trophy** and **Chronicle of Arkham**. Return through Controlled Access (where a gift of three final **Joker Teeth** awaits) and travel through the Main Cell Block to the Penitentiary exit. It's time to head to the Botanical Gardens!

ARKHAM ISLAND

Thanks to Dr. Young's change of heart, Batman knows he must get to the Botanical Gardens and stop the production of the Titan Formula. And now, courtesy of the Warden and Harley Quinn, Batman possesses the means to gain access to the most sensitive parts of the facility. The Joker is sending every last crook, loony, and hoodlum to the Botanical Gardens in hopes of thwarting Batman's do-gooder plans. Will it work?

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THE BATCAVE
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02 | ARKHAM ISLAND
03 | MEDICAL WING
04 | ARKHAM ISLAND
05 | CAVES
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08 | ARKHAM ISLAND
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15 | TITAN IVY
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THE RIDDLER'S CHALLENGE
SPIRIT OF ARKHAM
CHALLENGE MODE

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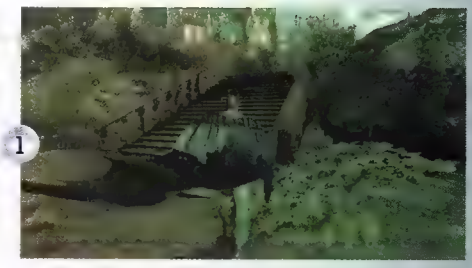


1

Pick up Harley Quinn's fingerprint trail within the Botanical Gardens.

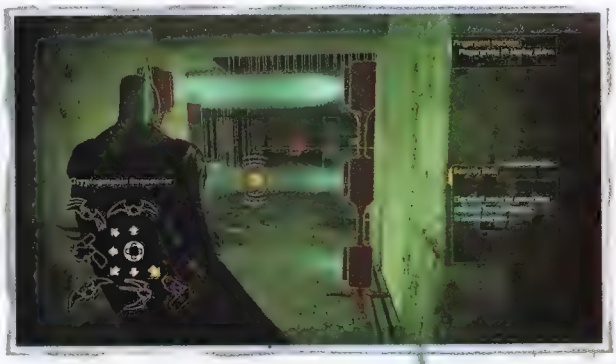
DESTROY THE TITAN PRODUCTION FACILITY IN THE BOTANICAL GARDENS

The path across the island is quite simple. Exit the Penitentiary and cross Arkham Island West to the Abandoned Tunnel that leads to the eastern side of the island. Once there, continue in a northerly direction past Arkham Mansion to access the Botanical Gardens. Batman won't need any special gadgets to enter, nor will he need to sneak inside. The thugs under Joker's command have left the door unlocked!

PICK UP HARLEY QUINN'S FINGERPRINT TRAIL WITHIN THE BOTANICAL GARDENS

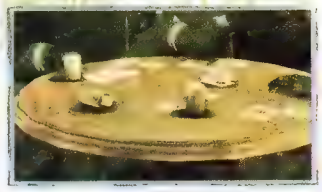
Although you only need to knock a few escaped lunatics about en route to the Botanical Gardens, the Cryptographic Sequencer makes it possible to solve a number of Riddler's Challenges in the process. It's a good idea to solve as many of them as possible to gain extra XP and move one step closer to gaining another WayneTech upgrade!

Starting in Arkham Island West, grapple to the uppermost balcony in front of the Penitentiary and use the Cryptographic Sequencer to access the **Riddler Trophy** inside the guard room. Note that entering this room requires the Cryptographic Range Amplifier upgrade, so you may need to return here later if you don't have the upgrade. Head outside to the lift in front of the Medical Facility and use the Cryptographic Sequencer to access the **Riddler Trophy** located underneath it. Use the device to access the guard shack near the ambulance to get the **Secrets Map**



ZSASZ IS COUNTING ON YOU FINDING HIS WORK.

Use the Cryptographic Sequencer with the Range Amplifier upgrade to deactivate the security gate on the upper balcony of the Penitentiary. Once inside, zoom in on the cards on the poker table to solve the riddle.

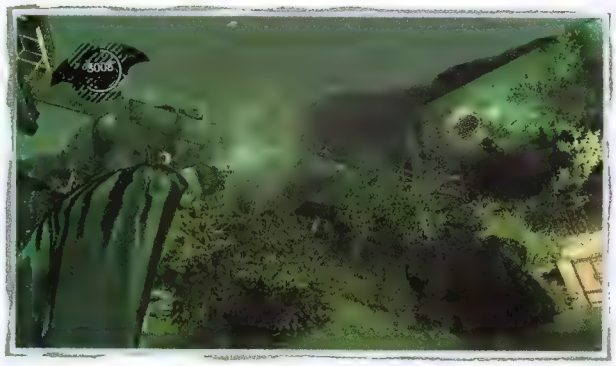


Proceed to Arkham Island East and continue to put the Cryptographic Sequencer to use to gain access to guard shacks and break rooms that were previously off limits. Collect the **Secrets Map** and **Riddler Trophy** from the shack near the fiery statue, then go to the roof of Arkham Mansion.

MY CHALLENGES APPEAR TO THOSE WITH THE CORRECT POSITION IN LIFE.

Grapple to the roof of Arkham Mansion and grapple to the ledge along the rear tower. Proceed to the south side of the tower and use Detective Mode to locate the upper portion of the "?" between the two pitched roofs below. Line up the "." on the ground near Batman's feet and complete the question mark to solve the riddle.

Grapple to the lengthy walkway leading to the watchtower near the entrance to Arkham North and use the Cryptographic Sequencer to break into the guard room. Snag the **Interview Tape** and **Riddler Trophy,** then head for the entrance to Botanical Gardens. Just keep an eye out for **Joker Teeth**!



THE EAST IS CLEAR...ALMOST!

At this point in the game, it's quite possible that you may have already solved every Riddler's Challenge for Arkham Island East with the exception of the one that involves smashing 10 Joker Teeth. Refer to the in-game checklist to see which ones are still unsolved. If some still remain, consult the "Riddler's Challenge" section of this book for the details on solving them.

BOTANICAL GARDENS

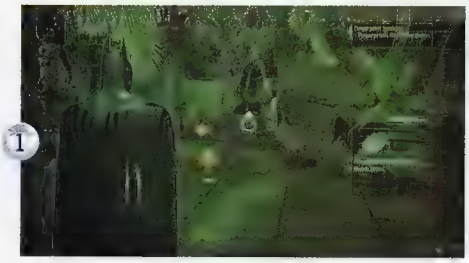
Batman finally has what he needs to explore the Botanical Gardens—the key code from the warden and Harley's fingerprints. Now it's just a matter of exploring the massive facility and finding where Dr. Young's secret Titan Production operation was taking place. The Joker has ordered all of his henchmen to the gardens, plus Poison Ivy makes a return appearance. There's no telling how far she'll go to protect her little organic babies.

RIDDLER'S CHALLENGES

AVAILABLE DURING FIRST VISIT

CHALLENGE TYPE	ROOM	GADGET REQUIRED	CHALLENGE TYPE	ROOM	GADGET REQUIRED
1	Botanical Glasshouse	None		Glasshouse Entrance	None
2	Botanical Glasshouse	Explosive Gel		Statue Corridor	None
3	Glasshouse Generator Room	Cryptographic Sequencer		Glasshouse Generator Room	None
4	Flooded Corridor	None		Flooded Corridor	None
5	Abandoned Chamber	None		Aviary	None
6	Abandoned Chamber	None		Glasshouse Entrance	None
7	Abandoned Chamber	None		Botanical Glasshouse	None
8	Titan Production Facility	Line Launcher		Statue Corridor	None
9	Flooded Corridor	Line Launcher		Flooded Corridor	None
(5)	Statue Corridor	None		Abandoned Chamber	None
(10)	Aviary	None		Flooded Corridor	None
(20)	Glasshouse Entrance	None		Flooded Corridor	None
	Abandoned Chamber	None		Aviary	None
	Glasshouse Entrance	None		Glasshouse Generator Room	Cryptographic Sequencer

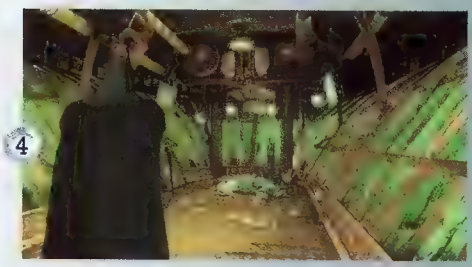
OBJECTIVES



Track Harley Quinn's movements to locate the Titan Production Facility.

Rescue the orderlies being held hostage in the Aviary.

Find and shut down the generator that powers the flooded corridor.

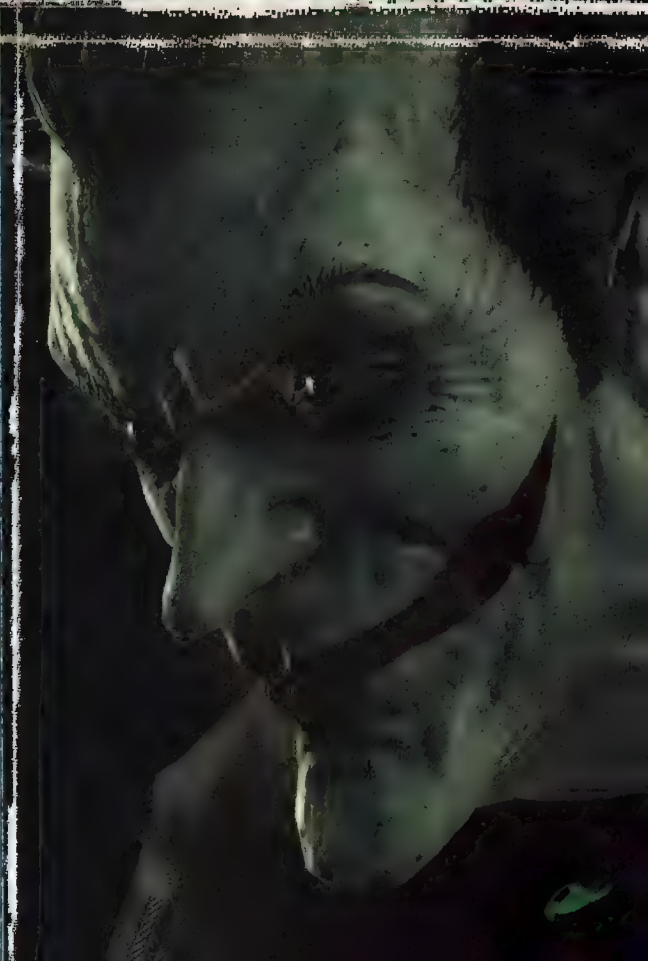


Take down the henchman leader without being detected.

DESTROY THE TITAN PRODUCTION FACILITY WITHIN THE BOTANICAL GARDENS

TRACK HARLEY QUINN'S MOVEMENTS TO LOCATE THE TITAN PRODUCTION FACILITY

The Joker has his goons stationed everywhere throughout the Botanical Gardens, including the far end of the Glasshouse Entrance. Take a moment to destroy the **Joker Teeth** and pick up the **Interview Tape,** then move into Corner Cover near the stairs on the north side of the room.



IS THE NUMBER UP FOR THESE GUARDS?

Investigate the two deceased security guards on the park bench in the corner of the Glasshouse Entrance. Pay close attention to the tally scratched into the bench.

AMP UP!

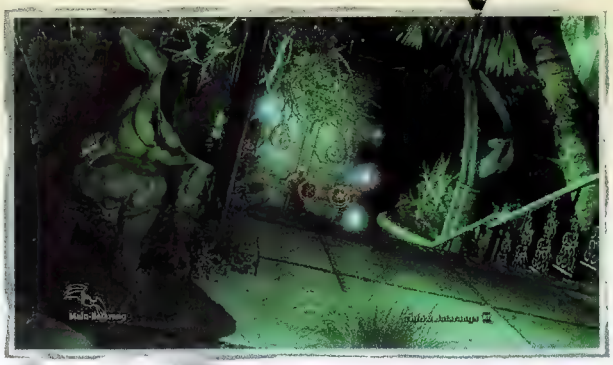
The Joker has attached canisters of Joker Toxin to several of the security controllers inside Botanical Gardens. These tanks will emit the poisonous gas if you don't hack the security gate in a timely manner. To make things easier, acquire the Cryptographic Power Amplifier if you haven't done so already.

ARMED ENEMY ENCOUNTER

#1: GLASSHOUSE ENTRANCE

2 Armed

The two henchmen positioned at the base of the stairs in front of the security gate are completely unaware of Batman's presence. Stay in Corner Cover and use the Multi-Batarang to drop them both with a single toss. Move in quickly and perform a pair of Ground Takedowns to finish the job.



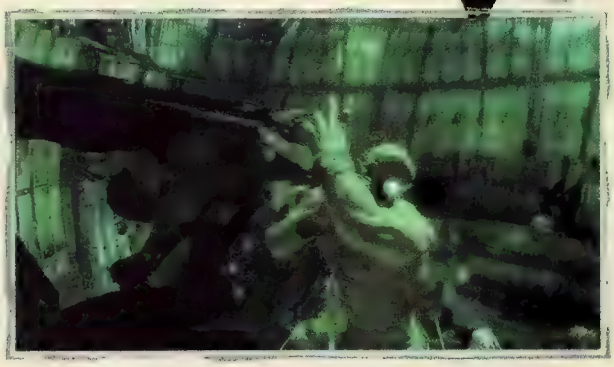
ARMED ENEMY ENCOUNTER

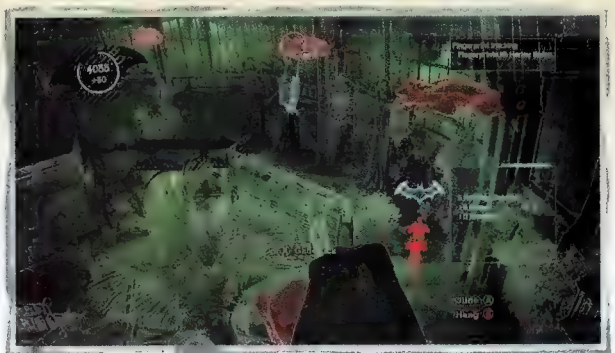
#2: BOTANICAL GLASSHOUSE

6 Armed

Hack the gate to the Botanical Glasshouse and grapple to the gargoyle on the left. There are six armed gunmen patrolling this area, which serves as a crossroads in the Botanical Gardens. Perform an Inverted Takedown to eliminate the nearest gunman, then swing across the room to avoid detection. Wait to see how many thugs approach the beeping Suicide Collar, then hit them with a Multi-Batarang. Swoop in for Ground Takedowns and quickly return to the gargoyles.

The remaining hostiles are likely scattered across the room or located on the lowest level. Bide your time and wait for an opportunity to eliminate the fourth enemy with a Glide Kick, or wait for all three to bunch up and hit them with a Multi-Batarang. There isn't a lot of cover near the ceiling and the enemies may spot Batman as he grapples to a gargoyle, so move quickly from perch to perch to escape detection. You can also duck under the floor grates to avoid detection.





Take some time to explore the three levels of the Botanical Glasshouse to find the two **Riddler Trophies** and don't forget to solve the riddle. The room can be quite disorienting at first given the shape and number of levels, so approach things methodically. Start on the upper level, then proceed to the lowest level to find everything.

WHAT TIME IS TEA TIME IN WONDERLAND?

Look for the tea set on the rocky ledge in the lower northwest corner of the Botanical Glasshouse. The tea set is green and blends in with the surroundings, so look carefully.

FIND AND SHUT DOWN THE GENERATOR THAT POWERS THE FLOODED CORRIDOR

Follow Harley's tracks north to the Flooded Corridor, where the Joker awaits. He has electrified the water in this room, meaning there's no way to cross it without first disabling the power. Batman must ignore Harley's tracks for the time being and use Detective Mode to follow the underground cables from the Flooded Corridor to their source. Proceed east from Botanical Glasshouse to reach the Statue Corridor. Destroy the **Joker Teeth** and pick up the **Interview Tape** en route to the Glasshouse Generator Room.

REMEMBER THE WAYNES? HOW COULD ANYONE FORGET?

Proceed from the Botanical Glasshouse to the Statue Corridor and zoom in on the dedication plate on the park bench. Scan the names of Thomas and Martha Wayne to solve this riddle.

The Joker knew Batman would attempt to shut down the generator, so he's ordered six of his henchmen to the Glasshouse Generator Room to stop him. This is a tough fight because one of the enemies has a Stun Baton and another foe is a High Security Henchman. Focus on the enemy with the Stun Baton first and dodge over him to throw him off balance, then string together a lengthy combo with Critical Strikes. Use the Cape Stun to render the High Security Henchman vulnerable to additional attacks. Cut the janitor, Carl Todd, free of his bindings when the coast is clear.

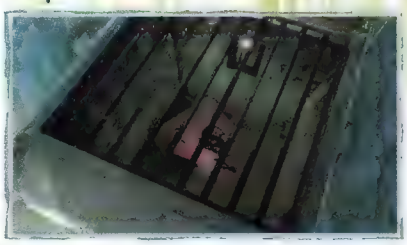
Use the Cryptographic Sequencer to access the **Riddler Trophy** and **Secrets Map** on the upper balcony of the room. Next, approach the generator's control panel—it's the one with the tanks of Joker Toxin strapped to it. This is a very difficult control panel to hack since it requires three separate frequencies. Failure to hack the system before the series of vertical bars run out on the control panel will cause the release of the Joker Toxin.

TRACK HARLEY QUINN'S MOVEMENTS TO LOCATE THE TITAN PRODUCTION FACILITY (CONTINUED)

With the power off, Batman can return to the Flooded Corridor and cross the water. The Joker barricaded the path leading north to the Aviary, which forces Batman to sneak through the ventilation system to the west and navigate the Abandoned Chamber.

Rip the ventilation grate off the wall and enter the ductwork. Locate the **Riddler Trophy** in the dead-end to the north and continue southwest to the maintenance room up ahead. Use the Explosive Gel to blast through the wall in the center and continue to the Abandoned Chamber.

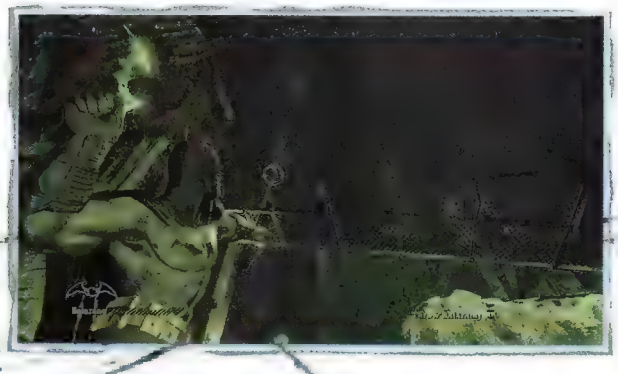
THE RATCATCHER NEEDED MORE THAN JUST HIS CHARM TO LEAD HIS ARMY.

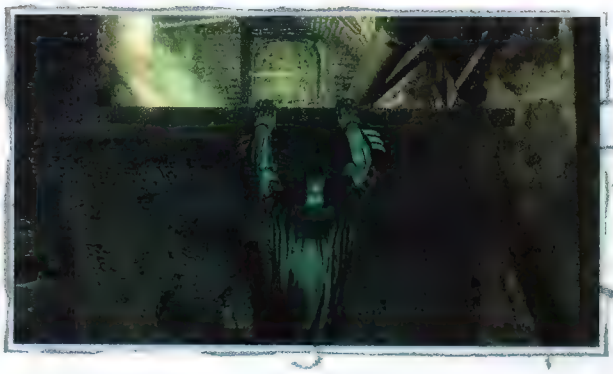


Enter the ventilation system in the Flooded Corridor and crawl through the ductwork to the grate overlooking a pair of gloves, a mask, and a book. Scan these items to solve the riddle.

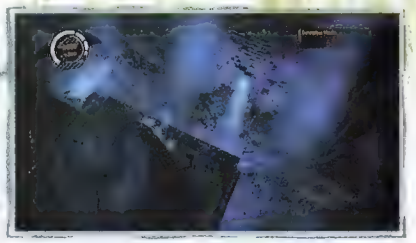
The Abandoned Chamber is very similar to the Old Sewer in the Caves. The crumbling walls and ledges are far too weak to support Batman's weight while grappling. Once again, the best way to explore this area is to go in a counter-clockwise spiral. Climb the stairs straight ahead and the second set of stairs on his right to jump across to the exit. Don't forget to search for the three **Riddler Trophies** and a **Chronicle of Arkham** here as well.

Use a Batarang to cut the rope suspending the metal catwalk above the entrance, then ascend the stairs to the central platform and continue up the stairs to the right. From here, run and jump to the ledge on the northern wall and shimmy around to the waterfall on the left-hand side. Leap back across to the ledge in the center and either run across the fallen catwalk to the other side of the room, or climb up to the center to solve this area's riddle.





THIS CHALLENGE CAN ONLY BE SEEN BY THOSE WITH A DIFFERENT VIEW ON LIFE.



Leap through the waterfall in the Abandoned Chamber to reach the central ledge. Go around the corner onto the metal catwalk lowered via the cut rope. Proceed halfway across this catwalk, then climb into a hanging position on the central brick tower. Shimmy around the side, then climb up. Approach the edge while in Detective Mode and line up the left half of the "?" with the small curly part on the walkway far below.

Exit the Abandoned Chamber and crawl through the ductwork to the Flooded Corridor. Quickly defeat the two thugs before they eradicate Jordan Fraser, another janitor. He informs Batman about the orderlies being held hostage in the Aviary; Batman must free them at once!

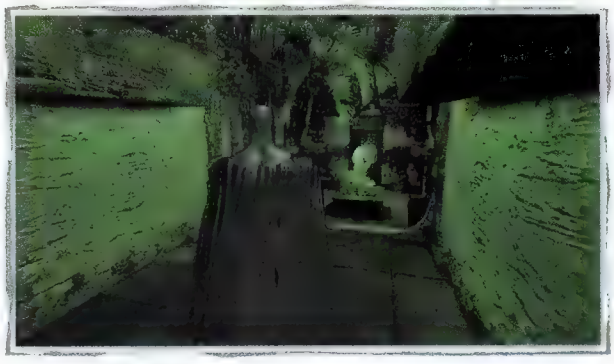
RESCUE THE ORDERLIES BEING HELD HOSTAGE IN THE AVIARY

LOOKS LIKE ALL THE KING'S HORSES TRAMPLED ALL THE KING'S MEN.

Enter the Flooded Corridor via the ductwork leading from the Abandoned Chamber and head south toward the blockade. Inspect the pile of toy dolls on the bench in the corner of the hallway to solve this riddle.

IS THIS A TRIBUTE TO WHAT A MAD DOG LEFT BEHIND?

Continue through the Flooded Corridor to the east and inspect the beheaded statue. Zoom in on the nameplate on the base of the statue and scan the name "Mad Dog" scrawled across it.



BATMAN:

"I'M FINE. I EAT PUNKS LIKE THESE FOR BREAKFAST."

Harley's fingerprints travel across a bottomless chasm to the west, but there is no way to proceed in that direction at the moment. Besides, Batman is needed in the Aviary! Explore the Flooded Corridor to solve the riddles and find the **Interview Tape,** then continue east to the Aviary.

TAKE DOWN THE HENCHMAN LEADER WITHOUT BEING DETECTED

ARMED ENEMY ENCOUNTER

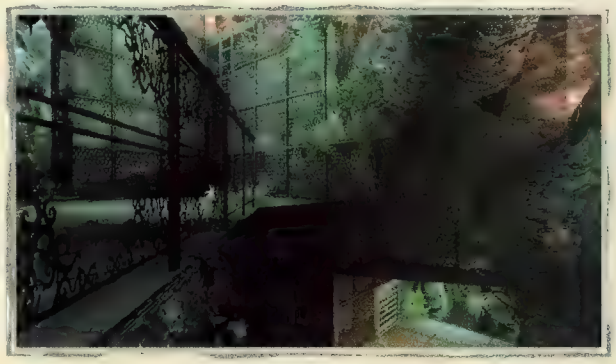
#3: AVIARY

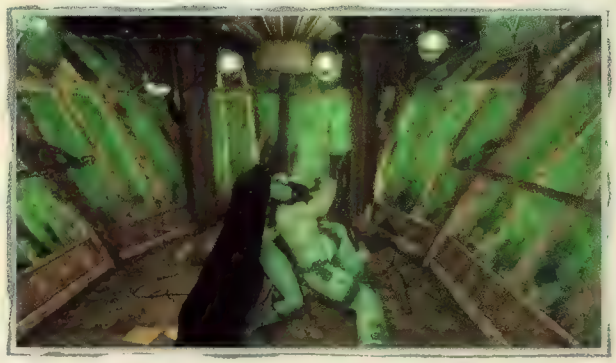
4 Armed

The orderlies are being held in suspended bird cages. The leader of the Henchmen is at the switch, just itching to drop those cages into the abyss at the first sight of the Dark Knight. Batman must eliminate the leader before subduing the other enemies, or else their suicide collars will alert the enemy manning the controls!

Take cover behind the corner of the wall and watch for the nearest enemy to turn away. Quickly move behind the planter in the center and, once it's safe, continue to the right and drop below the floor grate. Crawl through the tunnel to the exit at the far end and grapple across to the ledge to the north. Don't worry about the henchman walking along that side of the room; he won't notice anything as long as Batman hangs from the ledge by his fingertips.

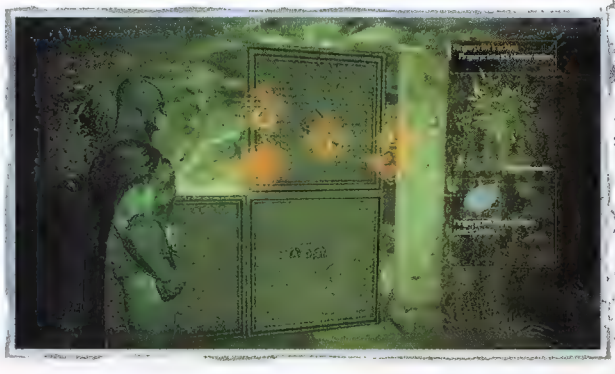
Shimmy along the next ledge to the ladder and drop to the narrow space below. Rip the ventilation grate off the wall and enter the towering vertical shaft inside the walls. Grapple up to the top and stand over the hole to watch the lead henchman, then drop down behind him to perform a Silent Takedown!





Now it's time to take out the other foes. Destroy the **Joker Teeth** in the control room and approach the ladder. Glide Kick the nearest henchman, then proceed around the perimeter in a counter-clockwise direction. Intercept the other enemies using the Multi-Batarang when they get close enough.

Talk to the orderly named Robert Stirling to learn what he knows about the Titan Production Facility. Pick up the **Interview Tape** on the bench behind him. Use Detective Mode to follow Harley Quinn's fingerprints to a metal wall inside the rocks on the west side of the room. Remove the wall panel to uncover another control terminal strapped with Joker Toxin. Use the Cryptographic Sequencer to hack the door controls (this one also requires finding three correct frequencies) before the gas is released. This will reveal the top-secret entrance to the Titan Production Facility!



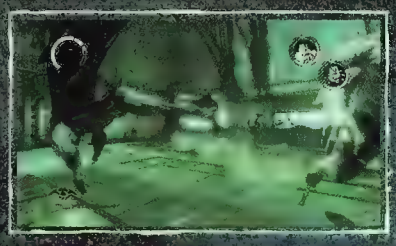
THERE'S NO CLOSET IN THE GARDENS, SO SOMEONE IS USING THE ROOF INSTEAD.

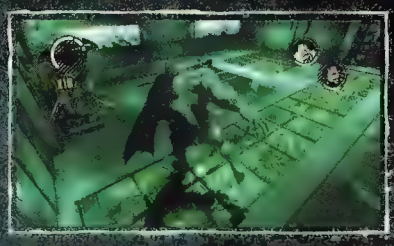
Crawl through the ventilation grate near the southern entrance to the Aviary and climb through the narrow passage to the second section of ductwork. Exit onto a tiny ledge in the southwest corner of the Aviary and locate the skeleton in the web to the left. Zoom in on this skeleton and scan it to solve the riddle.

TWIN TITAN HENCHMEN

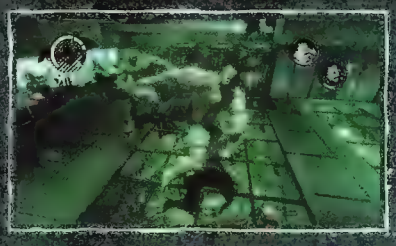
The Joker has used the current run-in with Batman as the prime opportunity to test his Titan formula. He injects two henchmen with the serum, instantly transforming them into a pair of Titan Henchmen! These foes fight like the lone Venom Henchman Batman fought in the Intensive Treatment area. The Titan Henchmen will throw the corpses of fallen security guards at Batman and attempt to ram him with their hulking bodies.

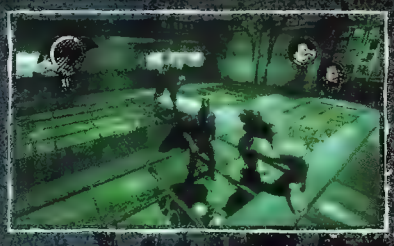
The best plan of attack is to stand far away from the twin enemies and prepare the Batarang. Throw it at whoever is charging at Batman, then dive out of the way. Use the Multi-Batarang just in case both Venom Henchmen charge at the same time. Rush forward when one of them gets dazed after slamming into the wall, then unleash a powerful combination attack. It's possible to build a multiplier of x10 or higher against the two beasts if they are simultaneously stunned.





The Titan Henchmen will drop to a knee when their three health segments are depleted. This signals Batman's chance to really score some points! Rush up to a kneeling brute and press the Strike Button to make Batman jump onto its back. Continue to press the Strike Button to ride the Venom Henchman and make it swing wildly about. Use the confused Titan Henchman to hit the other Titan Henchman; you'll be amazed at how much damage one of these fiends can do to the other! Continue to use Batarangs, dives, and combos to finish off the Titan Henchmen.





DOUBLE TROUBLE

Defeat the twin Titan Henchmen in the Titan Production Facility. Daze them with Batarangs as they charge toward Batman, then dodge out of the way to make them run into the wall. Unleash a combo attack to drop them to a knee, then hop onto their backs and use one Titan Henchman to beat up the other one!

SYNTHESIZE THE ANTI-TITAN COMPOUND

Use the Cryptographic Sequencer to deactivate the security fence blocking the exit to the Aviary. Although the electric fence is now down, Batman still can't reach the door thanks to the massive gap in the floor. That is, until the Batwing flies in while on auto-pilot and delivers the Dark Knight a new gadget!

NEW GADGET! LINE LAUNCHER

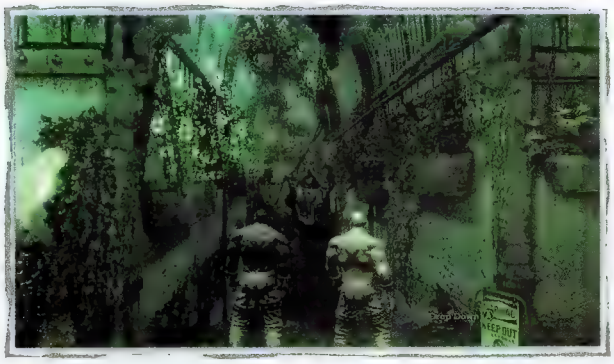
The Line Launcher fires a retractable wire between two horizontal points, allowing Batman to zip from one location to another at incredible speed. The Line Launcher is crucial for covering huge distances when there are no elevated perches from which to glide.

The key to using the Line Launcher is to understand its limitations. For starters, it can only be used horizontally: Batman cannot zip upwards on an angle and he still must rely on his winged Batsuit to glide downward. It's also very difficult to remain stealthy when Line Launching toward enemies; fortunately, Batman can kick any foes he's zipping toward. Lastly, it's possible to terminate the Line Launch and drop at any point during the ride by pressing the Run Button.

Use the Line Launcher to reach the **Riddler Trophy** to the right of the exit, then cross back and forth again to reach the door. Return through the Aviary to the Flooded Corridor and use the Line Launcher to zip across the gap in the hallway to the west. Pick up another **Riddler Trophy**, smash the **Joker Teeth**, and head north to the Elizabeth Arkham Glasshouse to meet Poison Ivy. If anyone knows how to combat the Joker's Titan Formula, it's her.

Poison Ivy gives Batman the information he seeks…sort of. She tells him to collect the plant spores from Killer Croc's Lair. But in order to enter his lair, Batman must first seek out Aaron Cash at Arkham Mansion to see if he how to get inside—the door leading to Killer Croc's Lair from the Old Sewer is smashed.

Use the Line Launcher to cross back over the lengthy gap and kick the henchmen aside. Clear the area of bad guys and return through the Abandoned Chamber to the Flooded Corridor's namesake room. Defeat the foes in the Flooded Corridor and destroy the **Joker Teeth** before entering the Botanical Glasshouse.



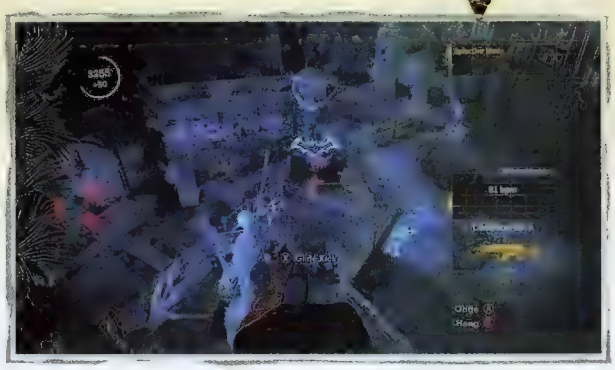
ARMED ENEMY ENCOUNTER

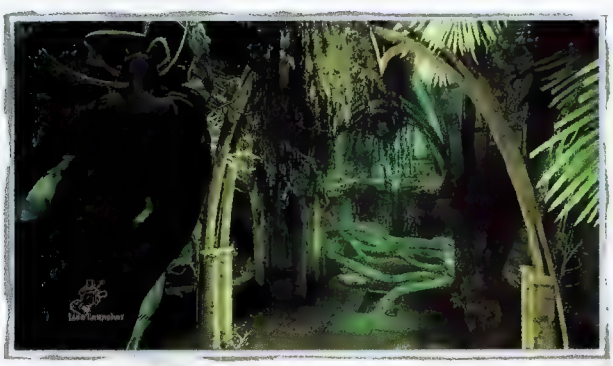
#4: BOTANICAL GLASSHOUSE

5 Armed

More armed henchmen have taken up position within the Botanical Glasshouse. One is located on the other side of the planter near the entrance. Sneak up behind him and execute a Silent Takedown—one down, four to go!

Grapple to a gargoyle and study the lay of the room. Although the positions may vary, you'll likely find three enemies near the exit leading to the Glasshouse Entrance and a fourth one isolated from the group on patrol. If you have the Sonic Shock Batarang, throw it at the trio near the exit. If not, Glide Kick the lone gunman and use the Multi-Batarang on the other three followed by a series of Ground Takedowns.

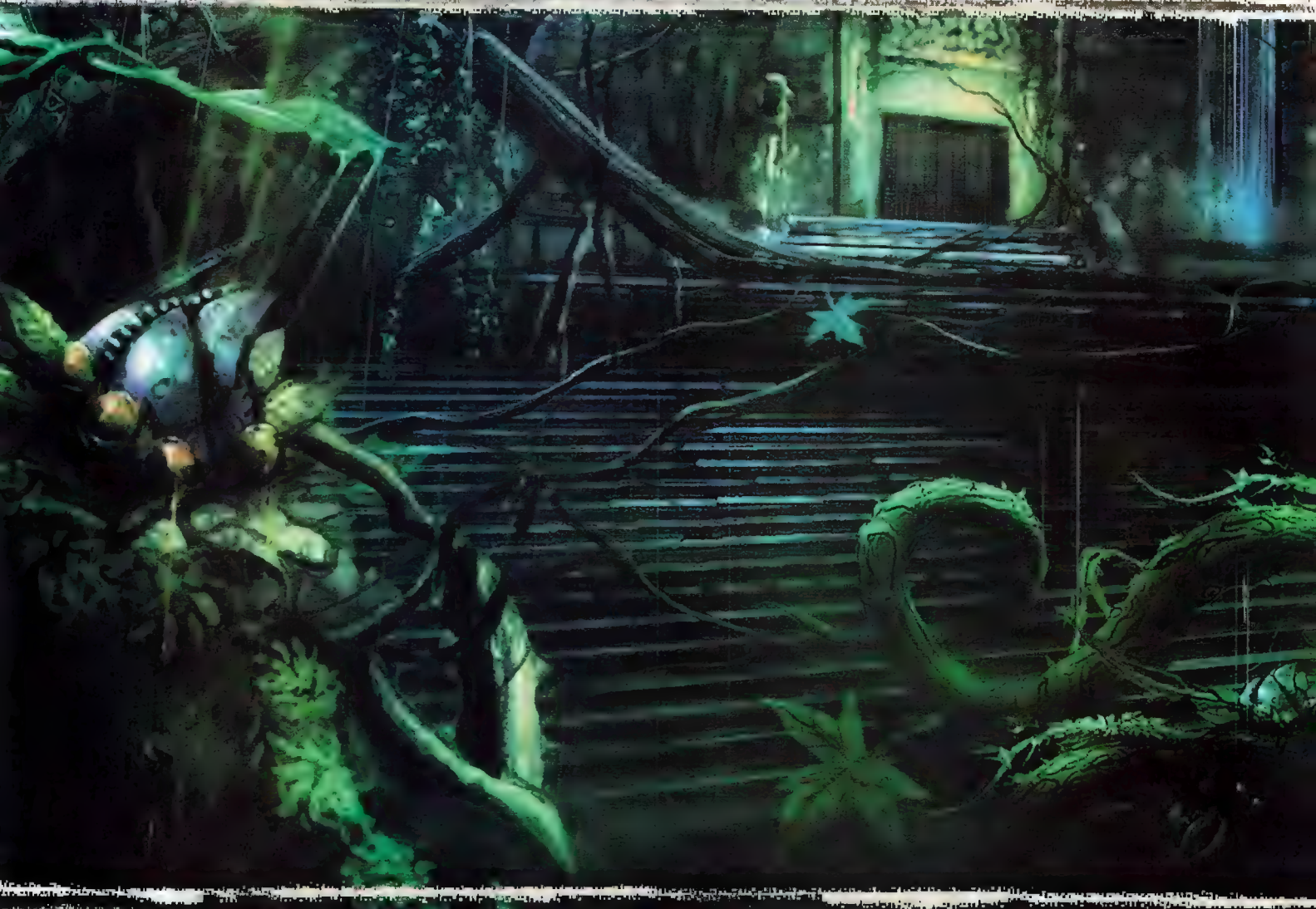




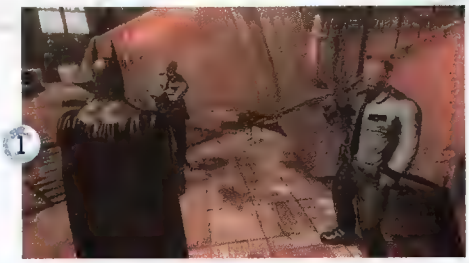
Use the Multi-Batarang to smash the final three **Joker Teeth** inside the Glasshouse Entrance and proceed around the corner toward the exit. A series of vines will suddenly tear through the walls and floor and block the exit. This isn't necessarily a bad thing! Drop into the hole in the floor to find a hidden **Chronicle of Arkham,** then climb onto the fountain in the center of the room and use the Line Launcher to zip to the exit.

ARKHAM ISLAND

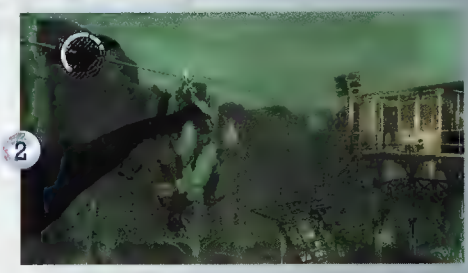
Poison Ivy wasn't completely honest with Batman and her plants, thanks to the Titan compound, are spreading throughout the island. The vines are piercing the ground and shaking the buildings to their core. Although she did provide Batman with the whereabouts of the plant spores, the Titan Pods have already spread and they're poisoning everything. Batman must reach Aaron Cash to learn about the alternate entrance to the Caves to collect the spores.



OBJECTIVES



1 Talk to Aaron Cash inside Arkham Mansion.

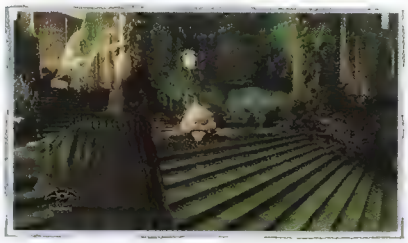


2 Gain access to Killer Croc's Lair via Intensive Treatment.

SYNTHESIZE THE ANTI-TITAN COMPOUND

TALK TO AARON CASH INSIDE ARKHAM MANSION

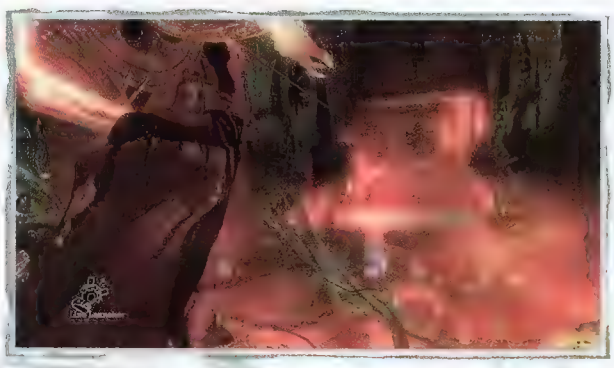
The surface of Arkham Island bears little resemblance to how Batman last saw it. Poison Ivy's vines have spread across the island and now block the entrance to Arkham Mansion. Titan Pods are also present, as are the stray Lunatics. Use the Batarang to destroy the airborne spores emitted by the toxic plants, then press the Run Button to make Batman destroy the Titan Pod.



EASY XP

Batman earns an extra 25 XP for each destroyed Titan Pod. It might not sound like much, but ripping Titan Pods in two is a quick way to gain several hundred XP!

Cross Arkham Island East to the Arkham Mansion entrance and destroy the **Joker Teeth** near the stairs. Grapple to the ductwork above and continue to the Main Entrance Hall. The Titan-affected plants have spread throughout the lower half of the room, rendering the air toxic. You must limit Batman's movement to the upper half of the two-story hall where the air is clean. Use the Line Launcher to access the ductwork straight ahead and grapple to the crawlspace overhead.

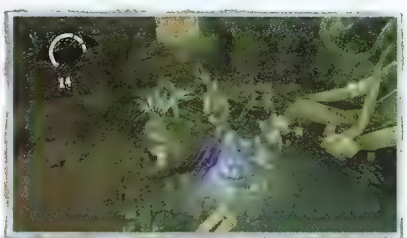


Jump over the vine on the right to reach the balcony and advance as far north as possible along that side. Use the Line Launcher to cross to the left balcony. Run to the end of the balcony and glide to the far end of the room where the giant bell crashed down earlier. Aaron Cash and one of his fellow security guards are standing watch inside Arkham Mansion. Talk to Aaron Cash to learn about the elevator that leads from Intensive Treatment to Killer Croc's Lair. Return the way you came to the island surface and head past the entrance to Botanical Gardens to the tunnel leading to Arkham Island North.

AARON CASH: "THERE'S ALWAYS A BUT, ISN'T THERE?"

GAIN ACCESS TO KILLER CROC'S LAIR VIA INTENSIVE TREATMENT

The tunnel isn't empty and things aren't what they appear. The eight "security guards" in the tunnel are imposters wearing stolen coats. Use Detective Mode to see that they are in fact Blackgate thugs. The majority of these hostiles are wielding metal pipes, while one foe has a Stun Baton. Take the opportunity to build up a big combo and continue to Arkham Island North.



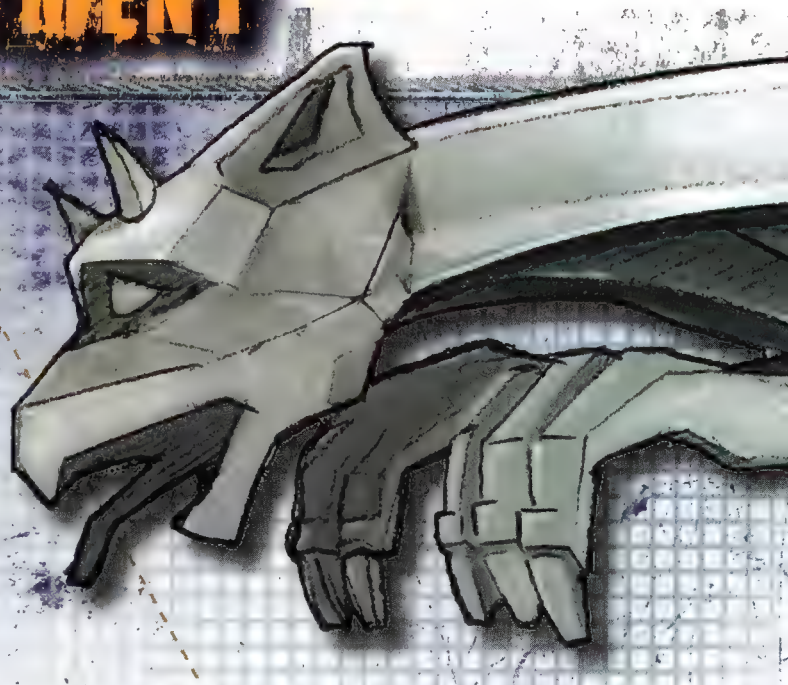
Oracle radios Batman and informs him that all entrances to Intensive Treatment have been sealed off. Use Detective Mode to monitor the sniper's aim on the upper balcony and run to the safety of the security shack near the watchtower. Grapple to the back side of the watchtower and use a Remote Control Batarang to knock down the sniper. This should provide just enough time to use the Line Launcher to reach the balcony and perform a Ground Takedown.

Destroy the **Joker Teeth** on the roof and return to the ground to put Batman's newfound gadgets to use by solving additional Riddler's Challenges. Use the Cryptographic Sequencer to collect a **Riddler Trophy** and **Interview Tape** and solve a riddle. Return to the watchtower and use the Line Launcher to reach another **Riddler Trophy** high on the wall to the west. Return to the balcony when you're ready to enter Intensive Treatment through the Maintenance Access.

LET'S FACE IT, THERE ARE TWO DENTS ON THE WALL.

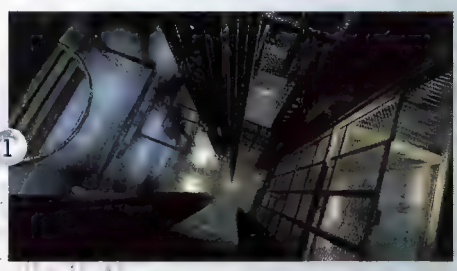
Use the Cryptographic Sequencer to break into the guard shack in the center of Arkham Island North. Approach the wall with the numerous "Vote Dent" posters and scan them to solve this riddle.

INTENSIVE TREATMENT



Aaron Cash had the information Batman sought, but the news wasn't good. Killer Croc is such a special case that the Asylum had to develop a one-of-a-kind pen for him. He's so deadly that Warden Sharp decided to limit interaction with Killer Croc to a once-a-week feeding. Cash wouldn't recommend anyone going down there, but Batman must do whatever it takes to limit the spread of Poison Ivy's plants and the Titan Formula. There is an elevator in Intensive Treatment that leads to a hidden room connected to Killer Croc's Lair—head there at once!

OBJECTIVES



Gain access to Killer Croc's Lair via Intensive Treatment.

SYNTHESIZE THE ANTI-TITAN COMPOUND

GAIN ACCESS TO KILLER CROC'S LAIR VIA INTENSIVE TREATMENT

Batman enters Intensive Treatment through the upper level Maintenance Access. Tear the ventilation grate off its mount and crawl through the ductwork to reach the **Riddler Trophy,** then double back to the opening on the left. Grapple upward to continue through the ventilation system to the Intensive Treatment Lobby.

BOOBY-TRAPPED GARGOYLES

The exploding gargoyles are certainly a hazard, but they're still usable. You can safely grapple to them provided you immediately leap off or swing to another perch. It takes approximately three seconds for the explosives on the gargoyle to detonate once Batman breaks their proximity detection. Use them in an emergency or to cunningly mislead your prey.

ARMED ENEMY ENCOUNTER

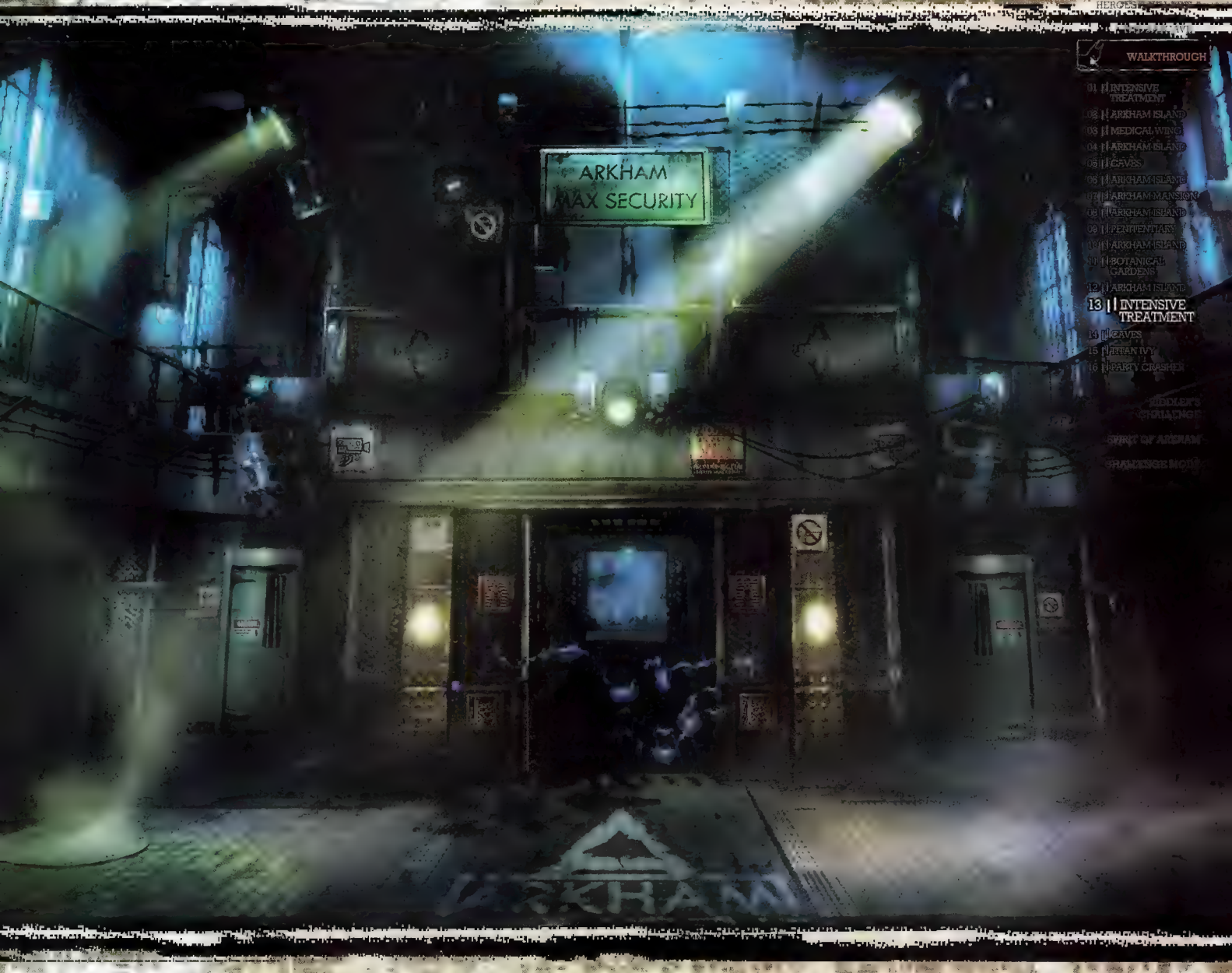
#1: INTENSIVE TREATMENT LOBBY

7 Armed

Batman enters the sprawling Intensive Treatment Lobby in the southeast corner, directly above the nearest of seven armed gunmen. Although three of the hostiles are patrolling the perimeter walkways, most of them are guarding the entrances to the central office where the security control is located. To have enough time to deactivate the sabotaged security controls, you must first dispose of the enemies. Making this task more difficult is the fact that each gargoyle has been rigged with proximity explosives!

There are a number of ways to handle this predicament, especially if you have the Sonic Shock Batarang. However, we recommend forgoing the gadgets at first and relying primarily on Silent Takedowns and stealthy movements. Begin by dropping onto the walkway behind the nearest thug and performing a Silent Takedown. The enemies on higher ground will come running when they hear the Suicide Collar go off. Quickly drop to the lower level in the center and take cover. Look for an opportunity to pick off another lone gunman, then venture to the office in the center where there's sure to be a gunman guarding the security control. Use the Batarang to knock him down, then move in for a Ground Takedown.

Return to the lower level and take cover behind a corner. Use the Sonic Batarang to lure the remaining enemies into the open and hit them with a Multi-Batarang throw to down them all at once.



Proceed to the central office and hack the sabotaged controls to open the twin gates on the lower floor. Enter the right-hand door to explore the eastern side of the Cell Block Transfer area.

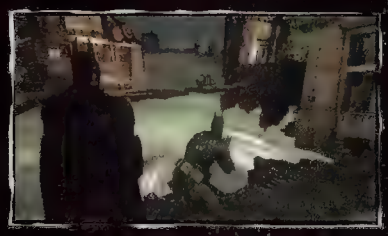
HOOK UP WITH THE RELATIVES BEFORE YOU'RE TRANSFERRED OUT OF HERE.

Use the Cryptographic Sequencer to unlock the gate on the southeast side of the Cell Block Transfer area. Go to Cash's office and zoom in on the family photo on his desk; scan the photo to solve this riddle.

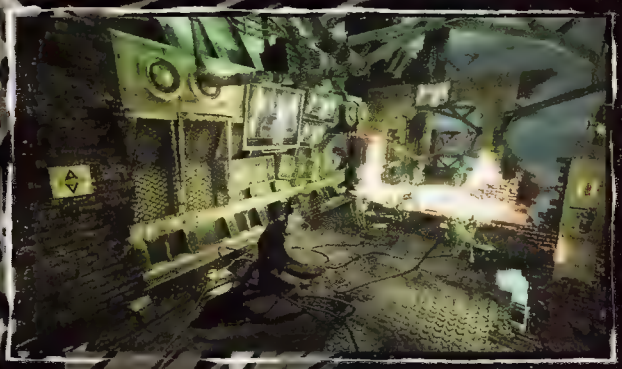
DO NOT ADJUST YOUR TELEVISION

Did the screen suddenly have a glitch? Did a news reporter interrupt the game? If so, have no fear. There's no need to clean your disc. Your console is working fine—and so is your television. This is the work of Scarecrow. The maniacal Dr. Crane has returned for one final visit!

STUCK IN A NIGHTMARE



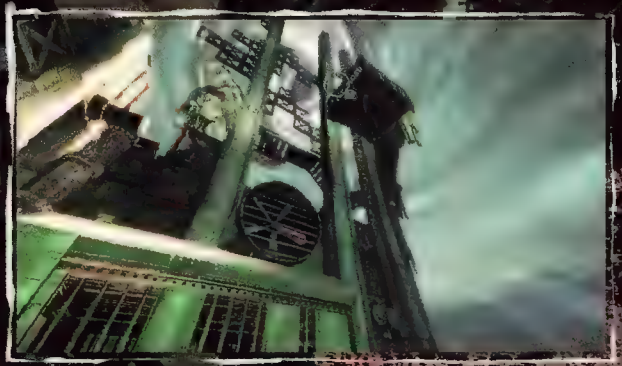
As if reliving the night of his parents' death wasn't traumatic enough, Scarecrow has one final nightmare in store for Batman. This time, he's determined to break Batman's body and torment his mind to the extreme. Walk through this horrific take on the night's earlier events until you reach a floating series of buildings. Ignore the cowering imposters huddled in the corners and wait for the large sliding shield to move to the left; use the Line Launcher to cross the gap.



Navigating the environment of this run-in with Scarecrow isn't quite as tricky as the previous one, but the Skeleton battles are definitely tougher. Begin by using the cover of the pump to the right of the gap to avoid Scarecrow's gaze and climb up the ledge. Continue sprinting to the first wave of Skeletons; many of them have swords, so be careful! Use the Batclaw to yank them around, forcing them to drop their weapons. Build a combo and keep it going with properly timed Critical Strikes.

Continue around the corner and wait for Scarecrow's view to pan to the right. Run and climb the ledge—there's no need to grapple—and quickly find some cover. Hurdle the small wall and move into Corner Cover near the gap. Bridge the gap when Scarecrow stares to the right, quickly move to the foreground, and remain in a crouched position behind the wall. Leap across the gap and take cover up ahead; wait here to study your next move.

Anticipate the approach of the large, sliding shield, scamper up the short wall, and run behind it as it moves from left to right. Continue to move in a counter-clockwise direction, scampering from one piece of cover to the next. The wall up ahead may look too tall to climb, but fear not!



The trickiest part of this encounter with Scarecrow takes place near the elevator cages. Stay in Crouched Cover until the Scarecrow isn't looking, then leap onto the barred roof of the first container (near the arrow pointing down). This causes the cage to fall, but don't worry; Batman is safe from Scarecrow's gaze at the bottom of the pit as long as you don't make any sudden moves. Look up at the right-most elevator cage and wait for Scarecrow to look to the left and then grapple up. Run and jump off the lift to solid ground. The Bat-Signal is up ahead on the right, but that doesn't spell the end to this torment.

The Scarecrow summons another wave of sword-wielding Skeletons to battle. Put this wave to rest and take on a Titan Skeleton while battling additional Skeleton foes. The Titan Skeleton behaves very similar to the Venom Henchman. Use Batarangs to stun the foe as it lurches forward, then dodge so that the foes hit the wall at top speed and shatter.

RESIST THE FEAR

Navigate the third and final nightmare and defeat the waves of Skeletons and the Titan Skeleton to best Scarecrow once and for all. Scarecrow will throw everything he has at Batman, including multiple doses of Fear Toxin, but the Dark Knight must persevere!

This latest nightmare ends on the west side of Cell Block Transfer. Return to the east side to collect the **Interview Tape** in the northeast office and advance to Secure Transit. Scarecrow takes his bag of fear into the elevator and rides it into the basement—the very place Batman must travel to reach Killer Croc's Lair! Unfortunately, a metal shield covers the elevator shaft so he can't just leap down after him—he must open the shaft first!

There are a number of Riddler's Challenges to solve during this visit to Secure Transit. For starters, grab the **Interview Tape** in the office above the doors leading from Cell Block Transfer. Descend the elevator shaft slowly to locate the **Riddler Trophy** and **Chronicle of Arkham**.

DR. JONATHAN CRANE PLANS ON ELEVATING FEAR TO NEW DEPTHS.

Drop into the vacant elevator pit at the bottom of Secure Transit and crawl through the ventilation system to reach the mysterious cave behind the walls. Scan the blueprints leaning against the rock walls to solve this riddle.

ARMED ENEMY ENCOUNTER

#2: SECURE TRANSIT

1 Armed 2 Unarmed

Go to the ground floor of Secure Transit and head up the stairs to the office on the south side of the room. Use Detective Mode to spot the hostiles and prepare the Multi-Batarang for action! Knock the foes to the ground with a single toss, then move in for Ground Takedowns.

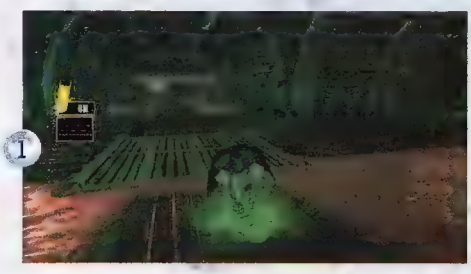
Use the Cryptographic Sequencer in the office to release the metal barrier sealing off the lower level of the elevator shaft, then descend to the six goons below. Use the Multi-Batarang to knock a few of them to the ground and launch into a high-powered combo attack. Remember to keep the enemies away from the gun cabinets in this area; move back and forth between the gun cabinets, performing Critical Strikes to kick and slam any thug who dares go for a firearm.

Pick up the **Secrets Map** from inside the office up the stairs, then locate the door leading to Control Room Access deep inside the Caves. This area connects to Killer Croc's Lair!

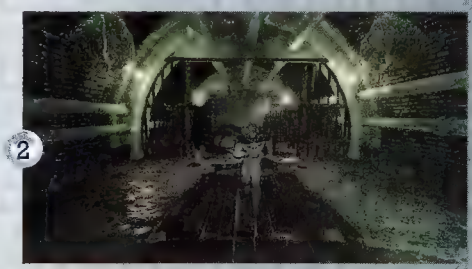
CAVES

There's no turning back now. Batman has fought too long and hard to let the fear of Killer Croc prevent him from keeping the citizens of Gotham City safe. He must dive deep into the unmarked territory known as Killer Croc's Lair and emerge with enough plant spores to create an anti-Titan compound. Batman can do it; we all know that. But can he do it before Poison Ivy's plants bring the Caves down around him?

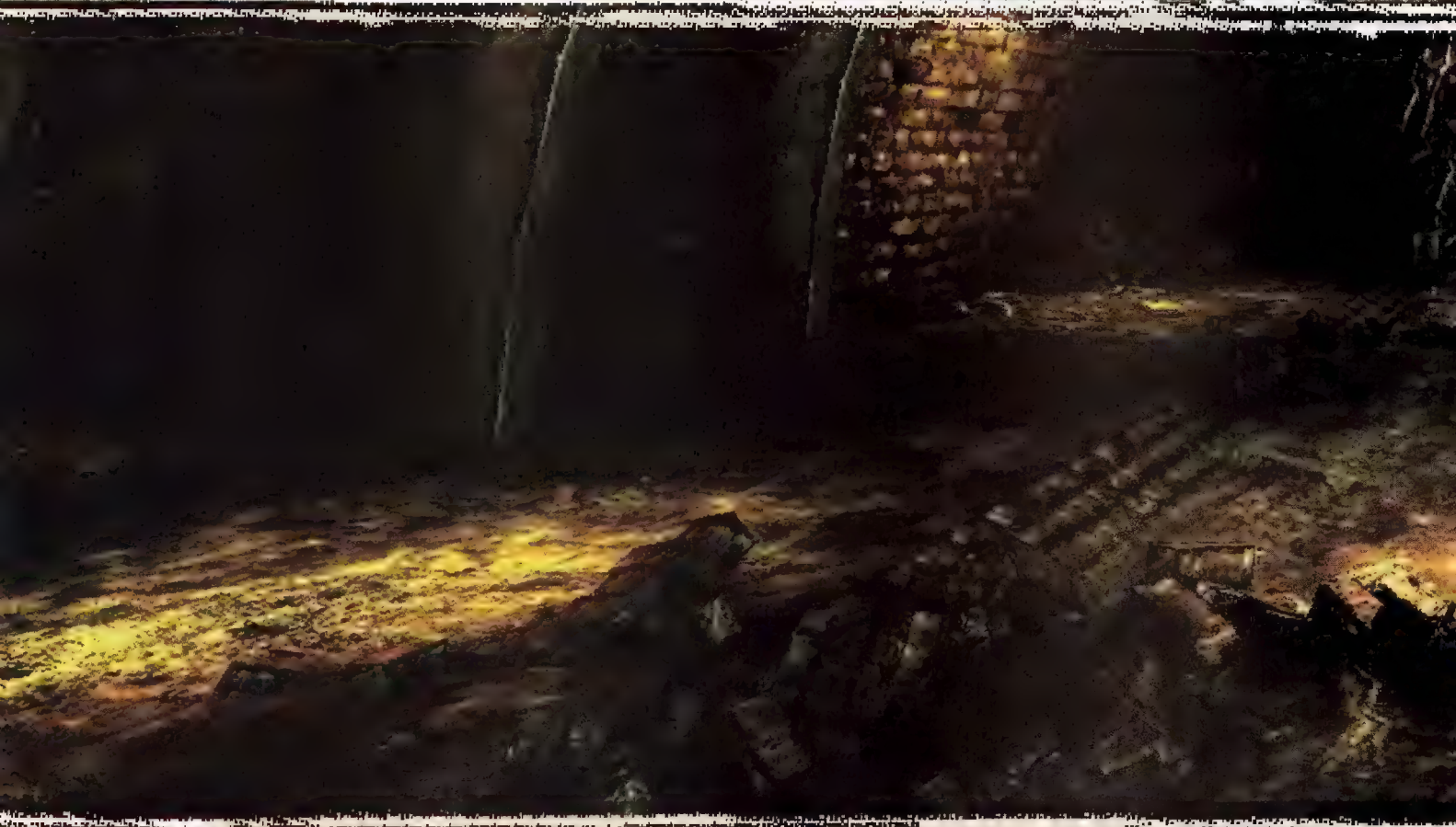
OBJECTIVES



Collect plant spores from Killer Croc's Lair.

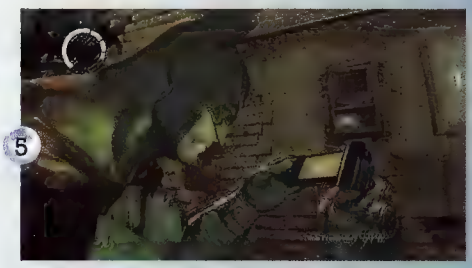


Escape from Killer Croc's Lair.

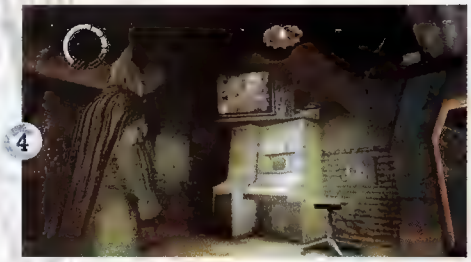


OBJECTIVES

Return to the Batcave and formulate the anti-Titan compound.



Shut down the West Pump Room.



Secure the Pump Control Room.

Shut down the East Pump Room.

SYNTHESIZE THE ANTI-TITAN COMPOUND

Descend the ramp into Control Room Access and pick up the **Interview Tape** on the way to Croc's Lair. Batman isn't alone in Croc's Lair; Scarecrow and Killer Croc are there too, although only temporarily. Use the Line Launcher to cross back and forth over the water to get the **Riddler Trophy,** then head north through the next door to access Killer Croc's Lair.

COLLECT PLANT SPORES FROM KILLER CROC'S LAIR

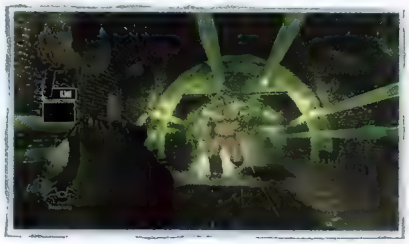
Batman places a location transponder on the pipe and sprays a triple-shot of Explosive Gel on the floor near the entrance to Killer Croc's Lair. This is the Dark Knight planning for the future—one in which he will no doubt be running for his life!

BATMAN:
"ANIMALS JUST NEED TRAPS AND THE RIGHT BAIT."

The labyrinthine network of sewer tunnels is entirely off the map and far too disorienting and massive to lend itself to specific directions. Fortunately, Batman has a sophisticated tracking system that can detect the plant spores. The apparatus also measures sound and the distance to Killer Croc. Slowly move through the sewers to remain as quiet as possible to avoid detection. Have a Batarang ready to throw at Killer Croc when he bursts through the floating boardwalk and quickly dash away. Monitor the numbers on the distance meter and base your path on which one makes the numbers decrease.

UNDERSTANDING THE AUDIO GRAPH

The blue line in the center of the sound monitor display represents the amount of noise Batman is making. Hold the Crouch Button while moving to be as quiet as possible. Running will instantly alert Killer Croc to Batman's presence, resulting in an immediate death. The two yellow dashed lines represent Killer Croc's distance from Batman. The further apart these two lines are, the less likely it is that Killer Croc will attack. He typically attacks (leaps out of the water and charges Batman's position) as soon as the lines get close, especially if Batman is still moving. Always have the Batarang read to knock him back into the water.



Although most of Killer Croc's Lair looks identical, there are some subtle differences. For starters, some of the intersections have metal gates above them. Batman can scale these gates, but doing so does make a bit of noise. Other paths have large wooden walls across them. Batman can't scale these walls, but Killer Croc will occasionally crash through them, thereby opening a new path to explore. Lastly, there are solid concrete walls that are indestructible.

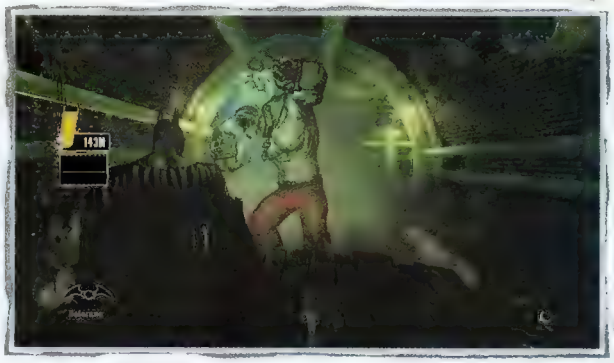
The route to the first plant spore is straightforward. Killer Croc will make his initial appearance as soon as Batman is 73 meters away from the first spore. Have the Batarang ready and fling it at him as soon as he appears. Continue to the intersection and watch the numbers on the display—they'll turn red and start to increase if you make a wrong turn. Cut the plant spore down with a Batarang to collect the first specimen.

Continue to use these route-finding tactics to navigate the sewers and beat back Killer Croc until you collect four of the five specimens. Killer Croc will destroy the floating walkway near the fourth plant spore, thereby requiring you to use the Line Launcher to cross the water. Fire the Line Launcher at the pipe in the distance and carefully drop down onto the walkway. Immediately switch back to the Batarang, as Killer Croc is sure to emerge from the depths at any moment.

The path to the fifth specimen is a bit trickier to negotiate, since Killer Croc begins to attack with his patented smash attack. When the water begins bubbling around multiple sections of the boardwalk, start running! Don't worry about making noise; simply hold the Run Button and sprint to avoid Killer Croc's attack. Continue to follow these tactics until you harvest the last plant spore.

ESCAPE FROM KILLER CROC'S LAIR

Batman is over 500 meters from the exit when he finds the fifth plant spore. Have the Batarang ready and begin the slow walk back to the starting point where Batman's trap awaits. Use the Line Launcher when necessary to cross over missing platforms, but make sure to drop back onto solid ground.



Things really heat up once Batman gets within 150 meters from the exit. Killer Croc will chase Batman to the exit with one continuous smash attack. Hold the Run Button and direct Batman without hesitation back to the starting point. There are no intersections in this final stretch, so you can't get lost.

Lead Killer Croc back to the trap and select the Explosive Gel. Stand tall to tempt Killer Croc into charging toward Batman, then detonate the explosion as soon as Killer Croc is about to step over it. The resulting explosion causes the floor to crumble, sending Killer Croc plummeting into the abyss.

CROCODILE TEARS

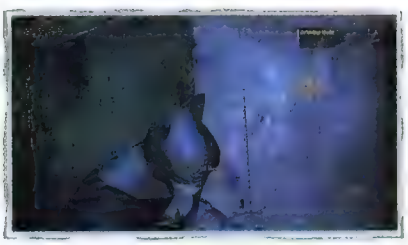
Head into Killer Croc's Lair and use Batman's audio and plant-detection indicators to negotiate the maze of sewer tunnels. Collect the five plant spores and escape in one piece by triggering the Explosive Gel at the exit in time to trap Killer Croc.

RETURN TO THE BATCAVE TO FORMULATE THE ANTI-TITAN COMPOUND

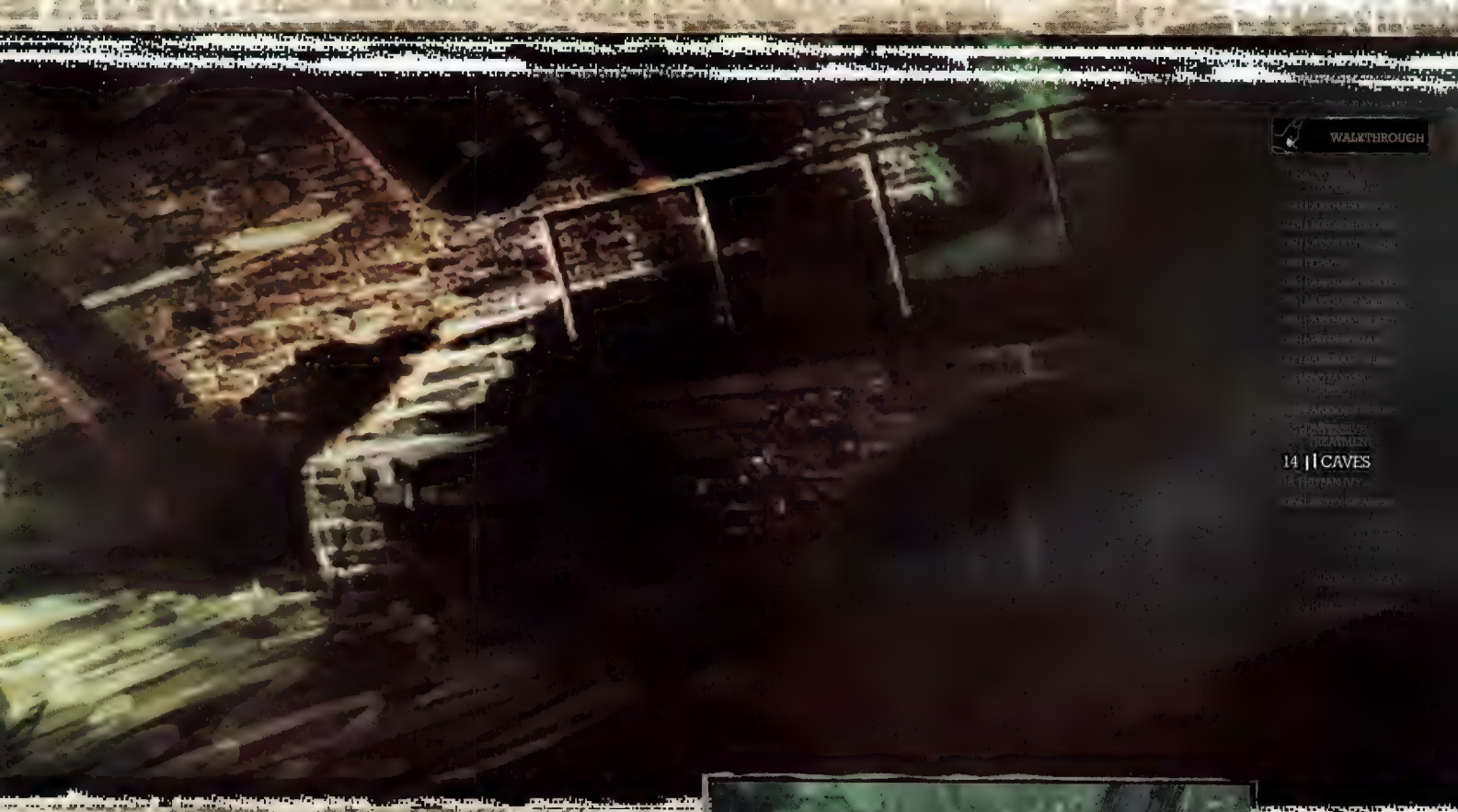
Use the Line Launcher to cross Croc's Lair to the west and destroy the **Joker Teeth** near the door. Beat down the gang of inmates in the Old Sewer and grab the **Riddler Trophy** before continuing to the Batcave. Once there, Batman will formulate the anti-Titan compound, but not before Poison Ivy's vines begin to smash through the ground and rip this remote Batcave to pieces.

NEW GADGET! THE ULTRA BATCLAW

With this final upgrade to the Batclaw, Batman now has a full complement of powerful gadgets. The Ultra Batclaw, which fires three hooks at once, can be used to rip apart structurally weak walls that can't be reached using the Explosive Gel. Armed with this upgrade, there is no place Batman can't reach! This item replaces the Batclaw in the gadget selector window.



It's time to return to the surface, but the vines have blocked the entrance to Old Sewer. Activate Detective Mode and use the Ultra Batclaw to tear down the weakened wall to the south and glide across the gap into the alcove. Grapple upward and proceed to the ledge high above the cliffs.



There's only one way back into the Caves and it involves negotiating a series of towering rock spires off the coast. Glide straight across the edge to reach the terraced spire due south. Pick up the **Riddler Trophy** and climb the ledges to the top. Use the Line Launcher to cross to the spiral-shaped rock island to the north and head inside the cave. Ignore the interior ledge high above and grapple to the hole in the rock. Head outside on the north-east side of this island and glide down to the tiny ledge on the spire in the distance to get the **Riddler Trophy.** Return to the central island and use the Line Launcher to cross back into the cave to the west. Leap down onto the walkway connecting the Batcave with the Old Sewer. Use the Ultra Batclaw to collect the **Riddler Trophy** in the ceiling.

Head north to the Main Sewer Junction and scale the crumbling ledges and toppled pillars. Return to the platform that led to the Surface Access area (it's blocked by vines) and use the Line Launcher to access the **Riddler Trophy** in the center.

Climb the ledges in the north-central portion of Main Sewer Junction until Batman is on the narrow upper walkway with numerous heights. Along the way, Batman will encounter just what it is the Joker is up to: He's trying to use the sewers to poison the Gotham River! Continue the ascent and glide east to get one final **Riddler Trophy** in this area.

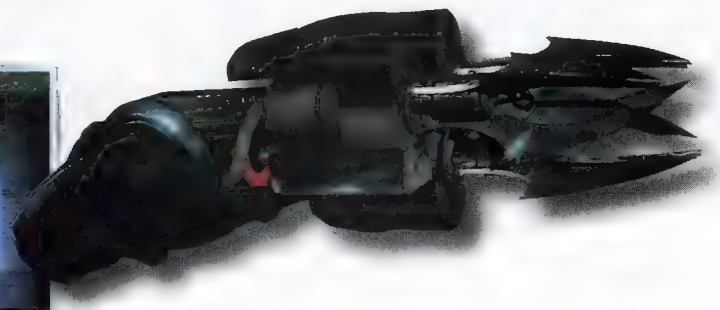
STOP JOKER FROM POLLUTING THE GOTHAM RIVER

SECURE THE PUMP CONTROL ROOM

Use the Line Launcher to move into position to the right of the office in the northern corner of Main Sewer Junction—this is the Pump Control Room. Tear down the breakable wall using the Ultra Batclaw, fling the Multi-Batarang at the three thugs inside, then leap for the ledge. Climb in and finish off the inmates manning the controls to secure the room. Pick up the **Secrets Map** on the stool in the corner and grab the **Interview Tape** before leaving.

SHUT DOWN THE WEST PUMP ROOM

Proceed north to the Pressure Control Junction and explore the tunnels leading east and west to find three **Joker Teeth** in each tunnel. Continue west toward the Pump Room and use the Ultra Batclaw to reach the **Riddler Trophy** behind the elevated breakable wall.



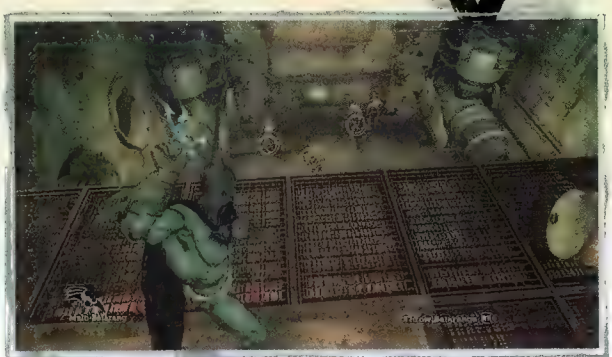
ARMED ENEMY ENCOUNTER

ARKHAM

#1: PUMP ROOM

1 Armed 6 Unarmed

The Pump Room on the west side of the facility is heavily protected by Joker's henchmen. Use the Multi-Batarang while targeting the gunman and two of his closest friends, then glide down into combat. Dodge over the enemy with the Stun Baton and quickly build up a combo at his expense to start a chain of Critical Strikes. Use the quick-throw Batarang or Batclaw to knock down any enemies who dare pick up the weapon.



Use the Cryptographic Sequencer to disable both control boxes and shut down the pumps in this room. Use the Line Launcher to cross over to the ledge with the **Interview Tape** and pass through the Pressure Control Junction to the Control Room and Pump Room on the east side of the sewers.

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WALKTHROUGH
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02 | ARKHAM ISLAND
03 | MEDICAL WING
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THE RIDDLER'S CHALLENGE
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CHALLENGE MODE

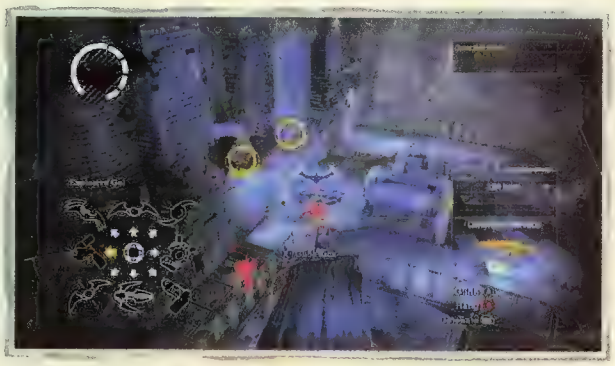
ARMED ENEMY ENCOUNTER

#2: CONTROL ROOM

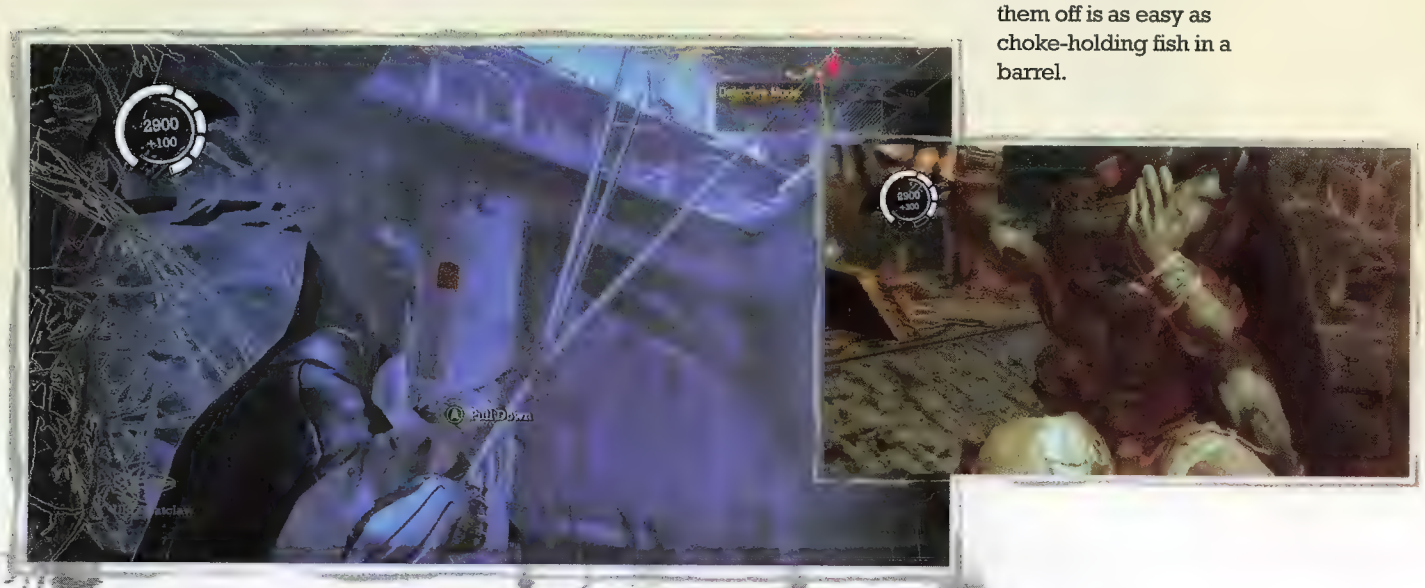
7 Armed

The Control Room on the east side of the sewers is one of the most heavily guarded areas on Arkham Island. The enemies are as unpredictable as they are numerous and the multiple levels and blind corners are as much a hindrance as they are beneficial.

Begin the assault on the Control Room by grappling to the ledge above the entrance. Wait for an opportunity to move and use the Line Launcher to reach the ventilation grate on the ledge to the left. Crawl through the ductwork to the room with the breakable floor and wall. Place Explosive Gel on both surfaces, crawl back through the ductwork, and grapple to a gargoyle. Use Detective Mode to spot an enemy moving into position and detonate the corresponding Explosive Gel, if proximity detonation hasn't been acquired yet.



Return to the ductwork or floor grates when the coast is clear and advance to the eastern portion of the room. The office on the east side of the room has a breakable floor and enemies usually congregate here—eventually. Make sure nobody is approaching from behind and use the Ultra Batclaw to tear the floor out from under the enemies in the office! At this point, there should be about two or three foes remaining and with a room so large with so many nooks and crannies, picking them off is as easy as choke-holding fish in a barrel.



Take a moment to locate the **Riddler Trophy** and **Chronicle of Arkham** hidden behind breakable walls near the corners of the room. When you're ready, enter the office and use the Cryptographic Sequencer to disable the pump controls. This particular security control has been sabotaged, which makes it particularly difficult to hack.

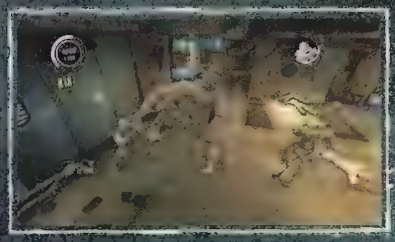
STOP POISON IVY FROM DESTROYING THE ISLAND

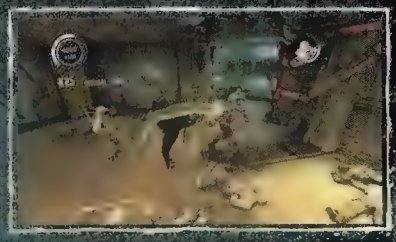
Revisit the Pressure Control Junction in the northern part of the Caves, pausing only to smash the final three **Joker Teeth** and beat back any straggling inmates.

TITAN HENCHMAN

Batman soon finds himself penned in the center of the Pressure Control Junction with no visible way out. That is, until a Titan Henchman bursts through a metal door. Other doors open to reveal an onslaught of unarmed inmates and thugs. Things look pretty grim for Batman, but this is an excellent opportunity to rack up a huge combo multiplier and earn a wealth of XP. Knock the nearest convicts to the ground and watch for the Titan Henchman to begin its charge. Throw the Batarang at its head and leap aside, then rush forward and pummel the beast with punches and kicks until it drops to a knee.

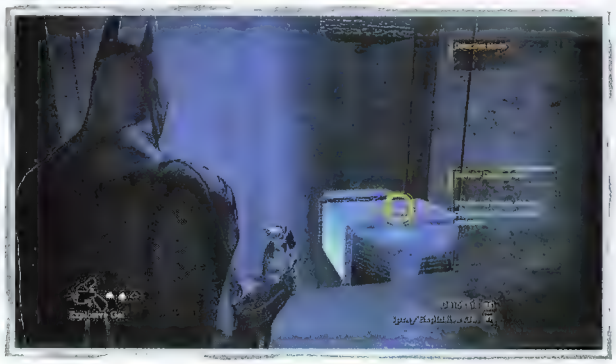
The Titan Henchman will stay on one knee for several moments, so wait for a fresh batch of inmates to enter before leaping onto the Titan Henchman's back. Ride the Titan Henchman toward the swarming inmates and knock them around by pressing the Strike Button. Keep the combo going for as long as possible, then leap off when the creature finally regains its faculties and start unloading Critical Strikes while on foot.

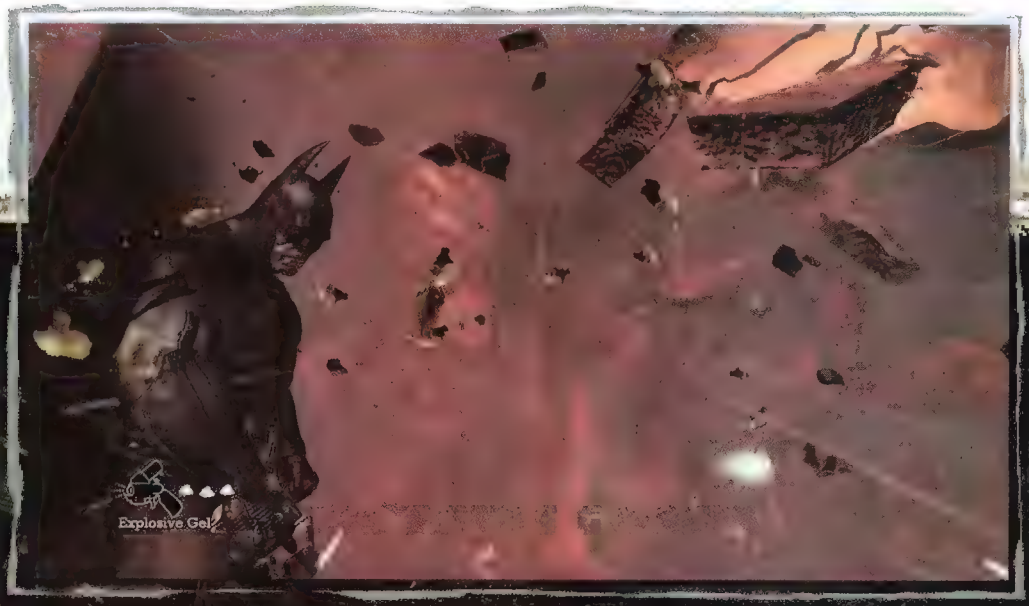




Move to the far side of the room and watch for the Titan Henchman to throw a downed inmate or charge. Prepare to throw the Batarang when it charges to stun the foe again. Pummel the creature with attacks until it drops to a knee and repeat the attack. Continue the fight until Batman is the only one left standing.

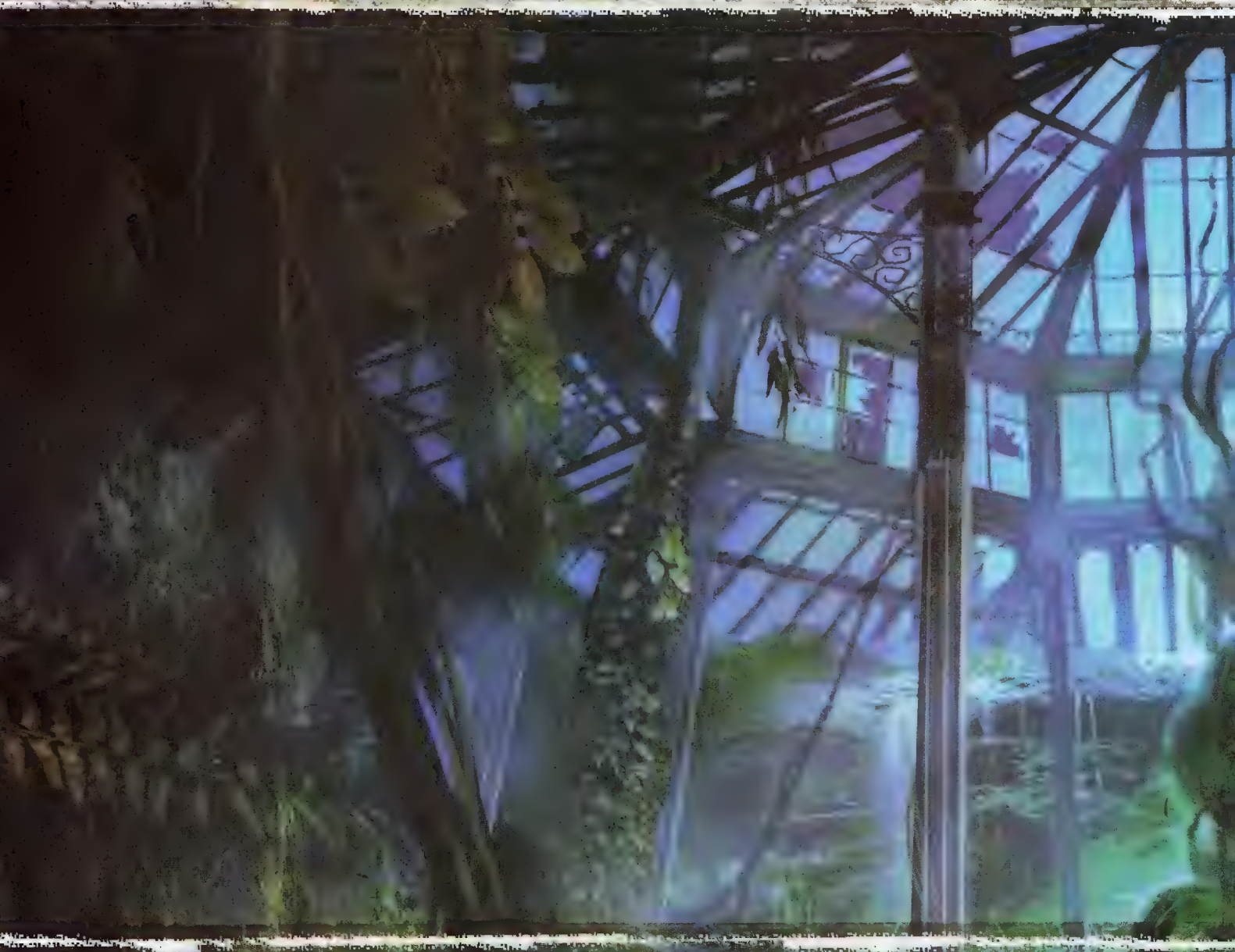
Enter the elevator shaft to the north and use the Ultra Batclaw to destroy the breakable wall. Use the nearby ledge to gain some height and grapple to the next ledge. Locate the **Chronicle of Arkham** behind the next breakable wall and use Explosive Gel to destroy the counterweight on the elevator. This causes the elevator to crash to the floor below, providing Batman with an opportunity to emerge to the ground above. Continue to use the Ultra Batclaw and Explosive Gel to reach the surface.





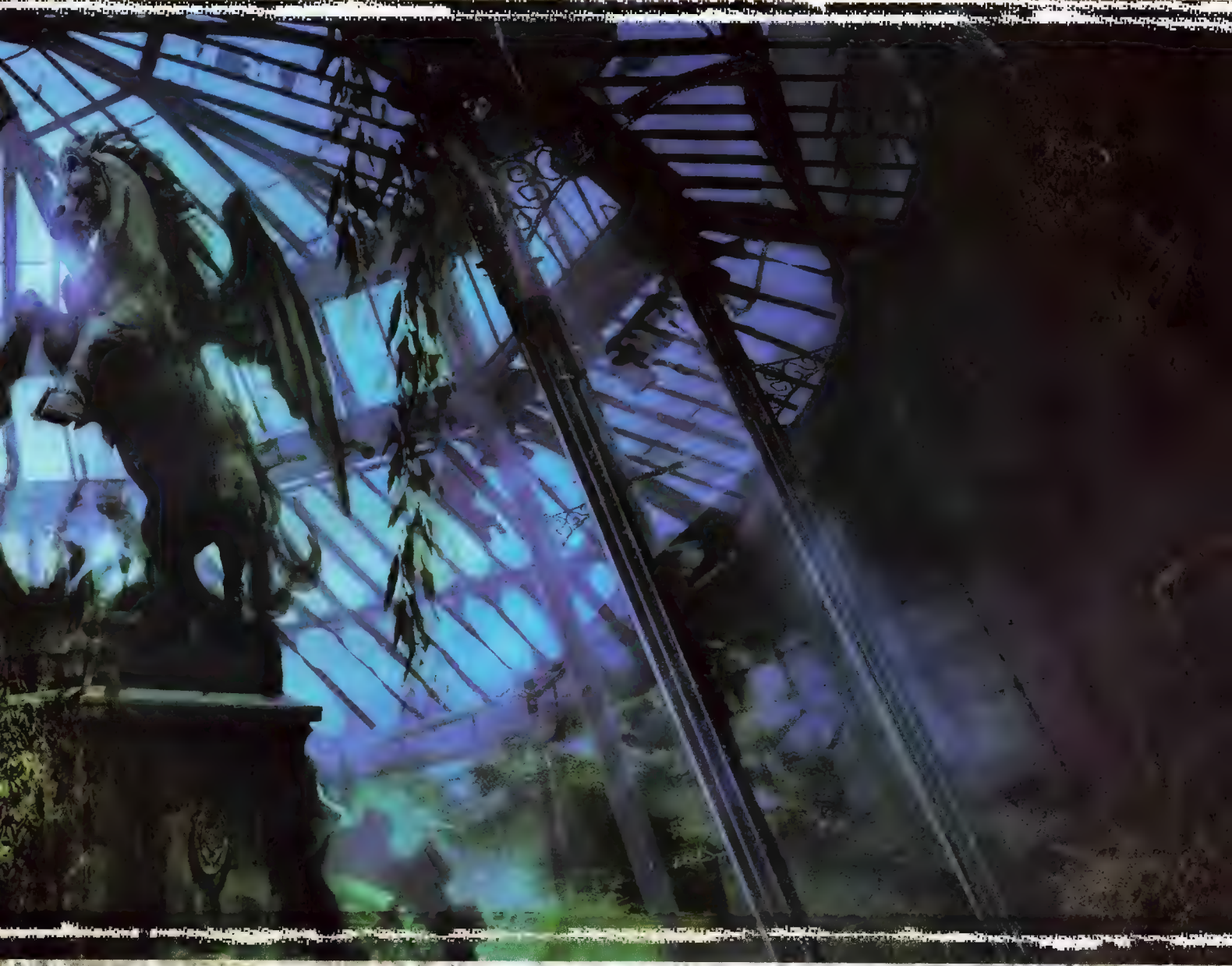
TITAN IVY

Batman began the night thinking that he'd only have to worry about apprehending the Joker. But thanks to Harley Quinn, Poison Ivy is loose and has proven to be as much of a problem as the Joker. Poison Ivy's plants have run roughshod across Arkham Island and it's only a matter of time before they spread across the bay to Gotham City. Batman must head to the Botanical Gardens at once and yank this problem out by the roots!



STOP POISON IVY FROM DESTROYING THE ISLAND

Batman exits the Caves on a ledge in the center of the island overlooking Arkham Island West. Three Lunatics are visible scampering about on the ground below, while a sniper is positioned inside the guard tower.



ARMED ENEMY ENCOUNTER

#1: ARKHAM ISLAND NORTH

1 Armed

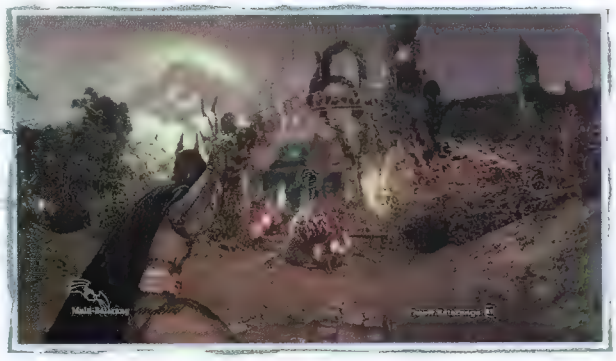
Use the Remote Control Batarang to knock the sniper on his back, then glide down to the tower to finish the job. Batman is quite a bit higher than the sniper, so steer the Remote Control Batarang downward at a steep angle and level it off to fly it into the sniper's head.

The quickest way to the Botanical Gardens is through the Abandoned Tunnel leading back to Arkham Island East. Cross Arkham Island West past the Medical Wing and study the cliffs to the north while in Detective Mode to find the **Riddler Trophies** and solve the riddle. Don't miss the **Joker Teeth** in the Abandoned Tunnel—they should be the last ones you need to destroy for Arkham Island West.

DOES SCARECROW'S GAS BREAK DOWN BARRIERS AS IT DRIVES YOU INSANE?

Use the Ultra Batclaw to tear down the wall high on the cliffs in the northeast section of Arkham Island West. Grapple into the alcove and scan the strange tanks to solve this riddle.

Keep the Multi-Batarang at the ready to destroy the Airborne Spores coming from Poison Ivy's plants, then destroy the pod to make the area safe. She'll make all sorts of threats and pleas not to hurt her plants, but don't listen to her—the plants are a threat and must be destroyed!



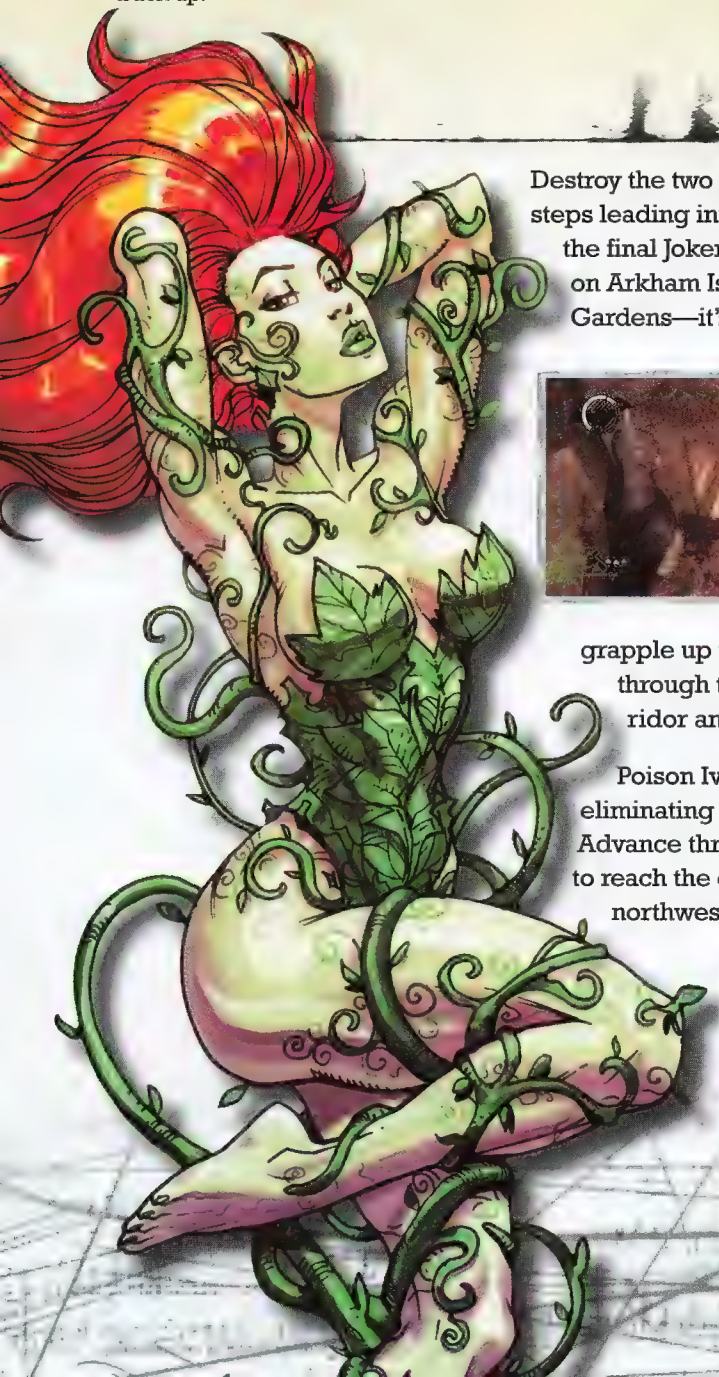
POISON IVY: "WHEN I FINISH WITH BATMAN, I'LL BE COMING AFTER YOU JOKER!"

ARMED ENEMY ENCOUNTER

#2: ARKHAM ISLAND EAST

2 Armed

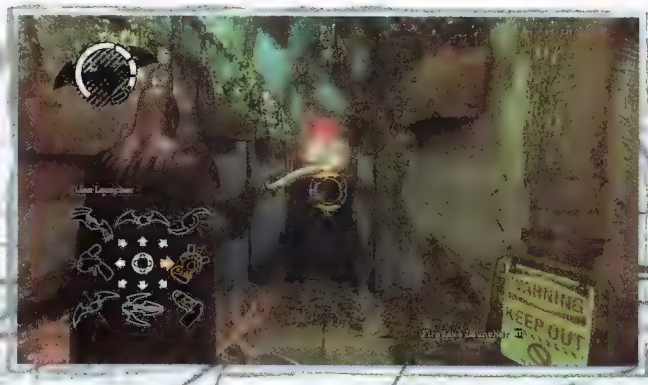
Two snipers keep watch over Arkham Island East, one in each of the two towers. Take cover behind the rocks to the southwest of the closest tower, then grapple up when the sniper is looking the other way. Perform a Silent Takedown and return to cover before the other sniper gets alerted. Throw the Remote Control Batarang to knock him down, then use the Line Launcher to reach him before he gets back up.



Destroy the two sets of **Joker Teeth** on the first guard tower and on the steps leading into the Botanical Gardens. These two pairs should be the final Joker Teeth needed to complete the Riddler's Challenge on Arkham Island East. Run up the stairs and enter the Botanical Gardens—it's time to put Poison Ivy back in her cell!

The plants have taken over the Botanical Gardens, which makes travel through this area quite difficult. For starters, the immediate path into the facility is blocked, so climb onto the planter to the left and locate the small crawlspace in the wall. Drop below the floor and grapple up through the hole where the vine pokes through. Walk through the Botanical Glasshouse to reach the Flooded Corridor and use the Line Launcher to cross the water.

Poison Ivy sends one of her vines through the barricade, eliminating the need to pass through the Abandoned Chamber. Advance through the Flooded Corridor and use the Line Launcher to reach the entrance to the Elizabeth Arkham Glasshouse in the northwest corner of the Botanical Gardens.



TITAN IVY

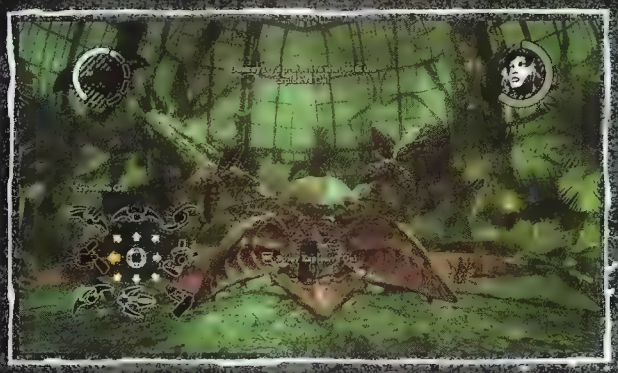
Poison Ivy took full advantage of the Titan Formula while Batman was gone and now she plans to take over the island! She has become one with the plants and is now a massive species of destruction known as Titan Ivy! Poison Ivy resides within the center of the plant's flower behind a protective screen that opens periodically. While in an upright position, her twin tendrils attack by firing Airborne Pods that zero in on Batman's position. They also pierce the ground, instantly yielding a tangle of vines that must be avoided at all costs.

BREAKING FREE!

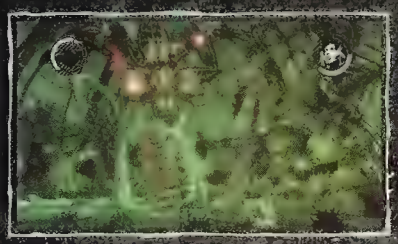
All is not lost if Batman gets snagged in the vines that protrude from the ground. Quickly tap the Run Button to break free before the vines can inflict much damage. Failure to escape in a timely manner will result in considerable damage.

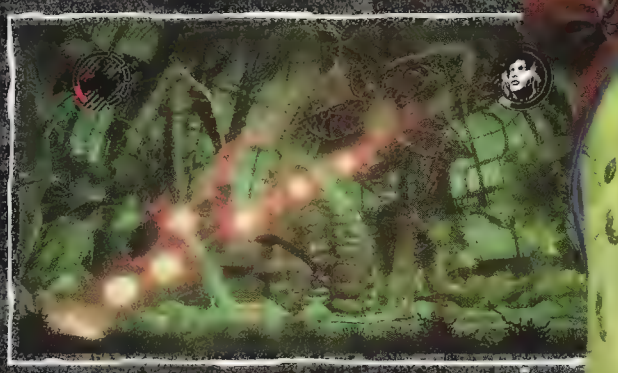
The best way to damage Titan Ivy is to toss a quick-throw Batarang at the eye of the flower and hope to hit Poison Ivy when the protective shell is open. The shell opens periodically when she's in an upright position and firing her pods. When she gets hit with her protective shell open, she will unleash four pods from each tendril. If these connect when playing on Hard Difficulty, Batman will take a serious beating. Hitting the exterior of the shell causes a minor bit of damage, but hitting Poison Ivy directly inflicts significant damage. Stay on the move to avoid the choking grasp of the vines and the inbound airborne spores and repeatedly quick-throw Batarangs to keep those weapons flying at her.

Keep up the fight until Titan Ivy's health meter goes from all white to all grey. When this occurs, the giant plant will collapse forward and bring Poison Ivy within reach. Rush forward onto the petals of the flower and spray the center shell with Explosive Gel. Detonate it to weaken the shell.



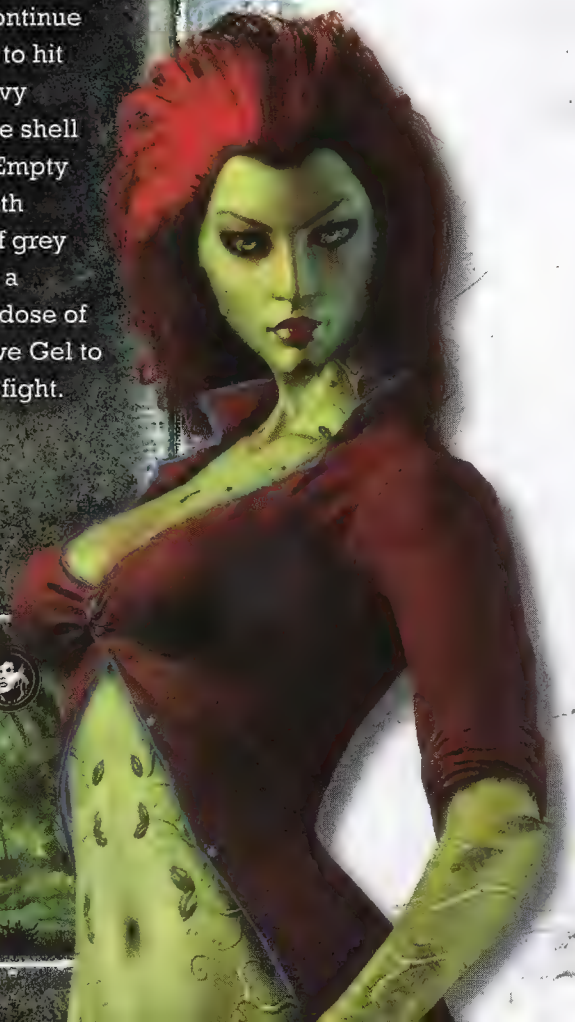
The second half of the battle is very similar to the first, but Batman must contend with a number of Arkham guards while simultaneously dodging the attacks from the Titan Ivy plant. Watch for the choking vines that appear underfoot and use the human enemies to get away by dodging over them to escape the vines or airborne spores. Continue to toss Batarangs at the center of the plant to hit Poison Ivy when the shell opens. Empty the health meter of grey and use a second dose of Explosive Gel to end the fight.





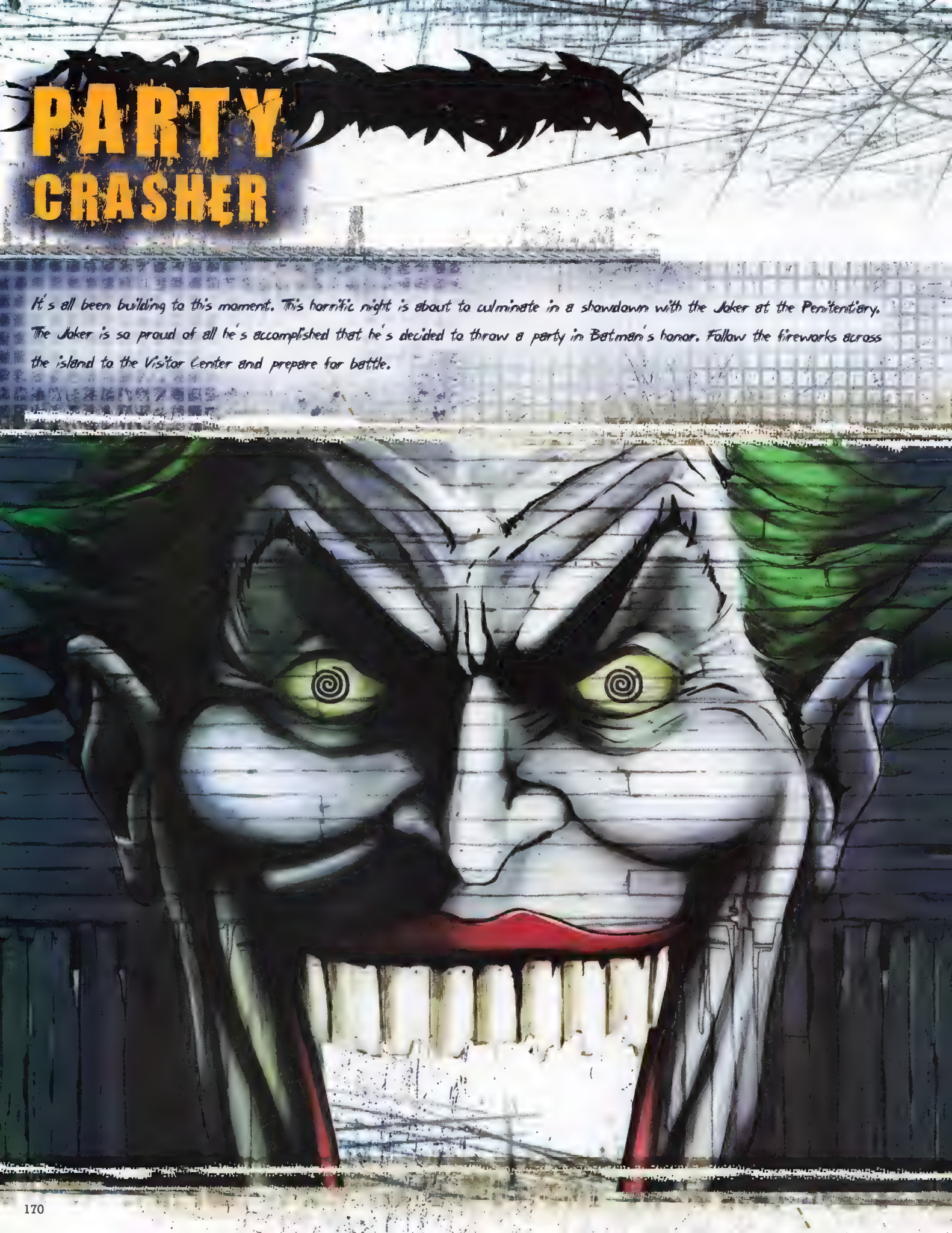
POISONED IVY

Batman must land two Explosive Gel attacks on the shell of Titan Ivy to win this battle. Use a steady barrage of Quick-Batarang throws to weaken the plant and hit Poison Ivy when the shell opens while avoiding the airborne spores and vine attacks. Stay on the move, throw the Batarangs blindly, and do what is necessary to avoid being hit by the guards who enter the fight.



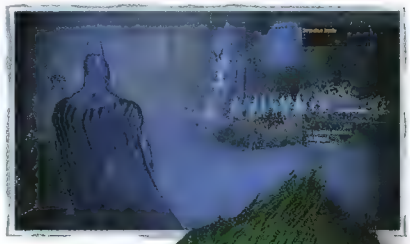
PARTY CRASHER

It's all been building to this moment. This horrific night is about to culminate in a showdown with the Joker at the Penitentiary. The Joker is so proud of all he's accomplished that he's decided to throw a party in Batman's honor. Follow the fireworks across the island to the Visitor Center and prepare for battle.



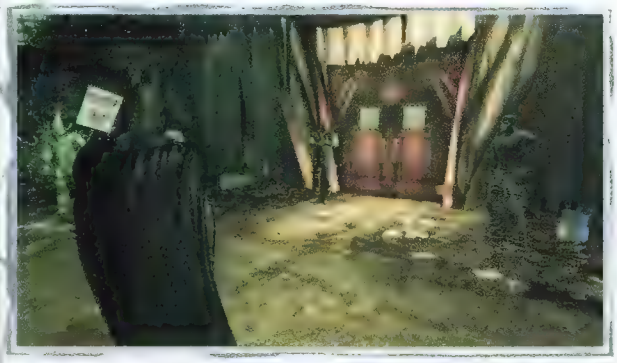
GO TO THE PARTY

Batman exits the Botanical Gardens through a hole in the side of the building and emerges on a cliff in the northeastern corner of Arkham Island North. The sky is illuminated with fireworks and the Joker is calling out an invite. Go to the Visitor Center of the Penitentiary, where the Joker's henchmen were erecting the massive clown face façade over the entrance!



Take a moment to collect the two remaining **Riddler Trophies** in Arkham Island North and smash the pair of **Joker Teeth** near the door leading to Arkham Island East. Proceed to the south from Arkham Island North through the tunnel leading directly to Arkham Island West and the Penitentiary. Collect the two **Riddler Trophies** in this tunnel. Stop at the exit and enter Detective Mode.

The thugs outside the Visitor Center won't attack—they're simply there to make sure Batman is on the guest list. Launch into a combo as soon as the henchman with the clipboard indicates that the evening may not be very fun. Take out the four men on the exterior and go inside. It should be noted that this is an optional fight.



Lots of the Joker's henchmen line the hallway leading inside. Strike the nearest thug twice to start the combo, then move from one enemy to the next and unload some Critical Strikes. Mix in various moves to build the variation bonus and don't stop until all the foes are history. It should be noted that this is also an optional fight.

PARTY POOPER

Defeat all 20 of the Joker's henchmen waiting at the Visitor Center. They won't throw the first punch, so you must take matters into your own hands to unlock this bonus. Don't forget to take out the four enemies standing outside before going inside.

DEFEAT THE JOKER BEFORE HE DESTROYS GOTHAM

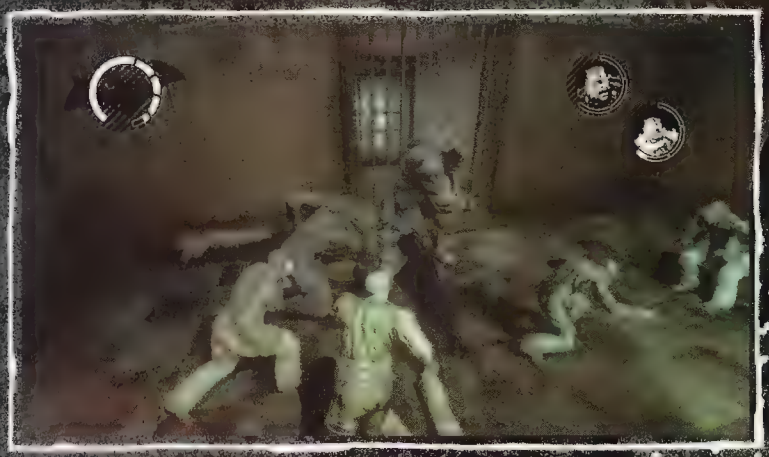
Proceed through the Visitor Room and listen to the Joker's speech. Although Batman becomes disoriented after the explosion, he can still function. Direct him through the blown-out window and into the Throne Room. This is where the Joker has amassed a pair of Titan Henchmen and an army of regular henchmen.

TWIN TITAN HENCHMEN & ARKHAM INMATES

Batman has battled hundreds of Arkham inmates and fought a pair of Titan Henchmen before, but he's never fought them all at once! This is a difficult fight thanks to the sheer numbers of assailants. There's a tendency to ignore the inmates and focus on the Titan Henchmen, but that tactic will undoubtedly get Batman surrounded—and beaten to a pulp! Use the Quick-Batclaw to keep the Arkham inmates off balance and dodge over them to avoid taking damage. Critical Strike combos will help clear the area while you wait for the Titan Henchmen to start their charge attacks.

Stay as far from the Titan Henchmen as possible and use quick-throw Batarangs against them when they charge forward. Although they will occasionally hit one another and become stunned, throwing a Batarang while they rush toward Batman is the best way to gain the upper hand. Move in and unleash a quick combo to knock a Titan Henchman to a knee and hop onto its back. Steer the Titan Henchman toward the other brute as it flails around wildly—this is a great way to increase the combo multiplier and knock the other Titan Henchman to its knee just as Batman gets thrown from the other one. Quickly hop onto the other foe to keep the combo going!

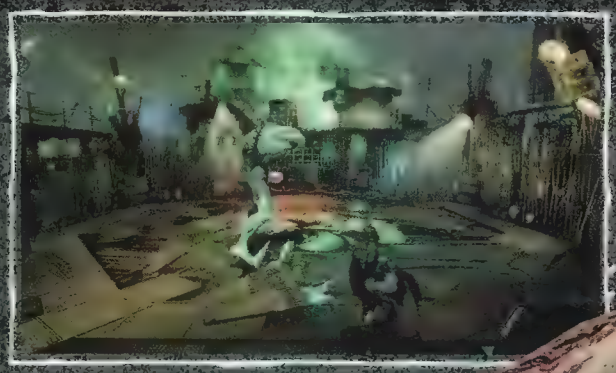
Take advantage of the combo gained while riding a Titan Henchman and unleash a series of Critical Strikes against the inmates. Watch the Titan Henchmen's health meters and unleash a devastating finishing combo once the final segment of their health meters is less than half full. The flood of Arkham inmates will cease once the final Titan Henchman falls to its knees. Finish off the remaining foe before it can shake off the cobwebs and get back up with a slightly recharged health meter.



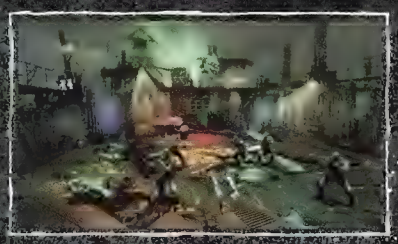
TITAN JOKER

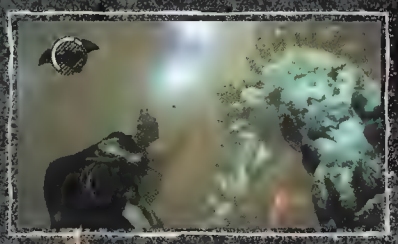
The Joker knows he can't beat Batman in a traditional fight, but he's willing to take a chance on Titan—especially since Batman uses the antidote on himself. It's not exactly a fair fight, but what else would you expect?

The battle takes place in an enclosed arena on the Penitentiary roof. Titan Joker spends a few moments chasing Batman around the roof, swatting at him with his massive wingspan and huge hands. Batman is helpless against Titan Joker in hand-to-hand combat, so stick to the perimeter and stay on the run. Don't let Titan Joker get close, or else Batman will suffer significant damage. Titan Joker will eventually leap to the upper roof, where he will summon a number of his henchmen.

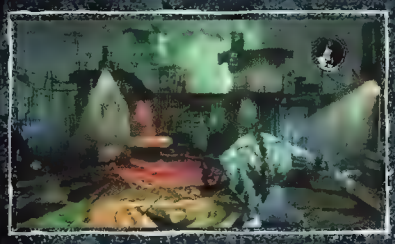


Batman must defeat the wave of henchmen while avoiding the Explosive Joker Teeth (dodge away as soon as the teeth make a honking noise). The first wave of enemies fight with bare fists and the pipes Titan Joker tosses into the arena, but none of them have Stun Batons, knives, or guns. Listen for Titan Joker to comment on the news helicopter, rush to the center of the roof, and launch the Ultra Batclaw at him. Rapidly tap the Run Button to pull Titan Joker off his perch. If successful, Titan Joker will get stuck in the wooden floor and be helpless to Batman's attack. Hit him three times to land a Critical Strike, then back away.

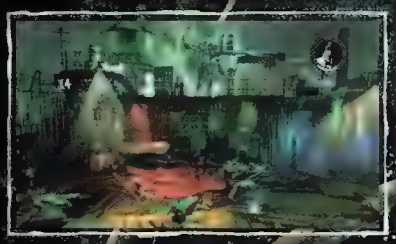


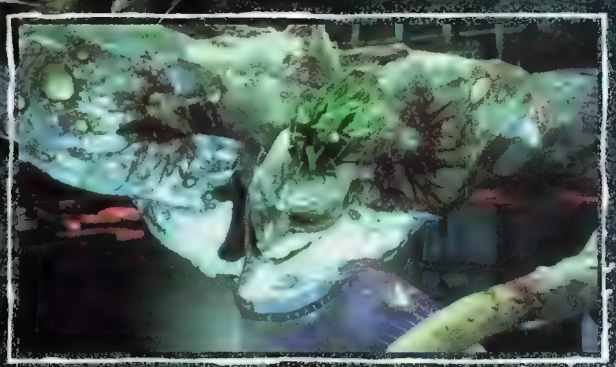


As evidenced by the health meter, Batman must land three of these Critical Strikes on Titan Joker to defeat him. This means surviving two more waves of henchmen and pulling Titan Joker off the upper roof three times. The second wave of enemies includes a few High-Security Henchmen; hit them with the Cape Stun attack to inflict damage. Although none of the enemies in the second wave have weapons, this is a tougher fight.



The third wave of enemies also includes some High-Security Henchmen. In addition, some enemies will rush for the gun cabinet below Titan Joker. Listen for the alarm to sound and a quick-throw Batarang to knock a foe from the gun cabinet. As long as you can prevent Joker's henchmen from getting their hands on a gun, you shouldn't have much of a problem. Defeat all of the henchmen, then fire the Ultra Batclaw at Titan Joker one final time.





BIGGER BANG

This bonus unlocks for those who complete the game on Normal difficulty, the setting on which this walkthrough is based. Playing on Easy difficulty triggers the "Big Bang" bonus, while playing on Hard difficulty unlocks the "Biggest Bang" bonus. Regardless of the difficulty setting you choose, completing the game will unlock the corresponding bonus and those reserved for lesser difficulties.

CONGRATULATIONS!

Completing Story Mode unlocks the Armored Batman character for use in Challenge Mode. In addition, you can continue the story with free run of Arkham Asylum and solve any of the Riddler's Challenges that you haven't yet cracked.

If you've followed this walkthrough, it means you will have roughly 30 of the 240 Riddler's Challenges remaining. Flip ahead to the "Riddler's Challenge" section of this book for tips on finding the outstanding items.

THE RIDDLER'S CHALLENGE

Welcome to the Riddler's Challenge portion of this guidebook. It's important to note that this section reveals the locations and provides precise instructions for all 240 of the Riddler's Challenges. The majority of these challenges come in the form of collectable items (Trophies, Interview Tapes, Secrets Maps, and Chronicles of Arkham), while others require that you solve a series of puzzling riddles or smash chattering Joker Teeth.

It's entirely possible to solve most of the Challenges during the course of the game's story, but you will need to make return trips to key areas after the completion of Story Mode to find all of them. Many of the Riddler's Challenges can only be completed with the help of special gadgets that you may not possess during your initial visit to an area. Consult the maps and the instructions that accompany them to scour the island and put the Riddler behind bars.

INTENSIVE TREATMENT

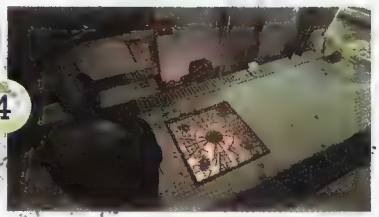
RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.

1 The first Riddler Trophy is in the Holding Cells area. Yank the ventilation grate off the wall after the first fight in the game and crawl inside to retrieve it.

2 Yank the grate off the wall in the Patient Pacification Chamber and grab the Riddler Trophy after knocking out Zsasz.

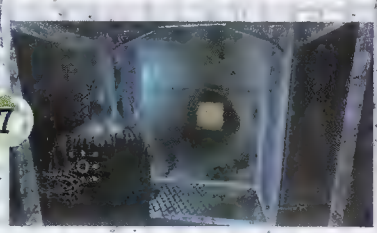
3 Crawl through the ductwork to escape the Patient Pacification Chamber. Grab this Riddler Trophy before breaking through the grate in the Processing Corridor.



4 Clear the Decontamination area of Joker Toxin, then duck underneath the floor grate on the west side of the room.

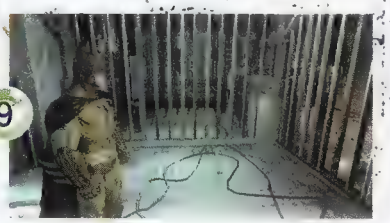
5 This one is in the unoccupied security booth in the Secure Treatment Transfer area. Get it after defeating the Venom Henchman.

6 Crawl through the ventilation path in the Maintenance Access area during your second visit to Intensive Treatment. *Unlocks: "Sewer Bat (Extreme)" Challenge.*



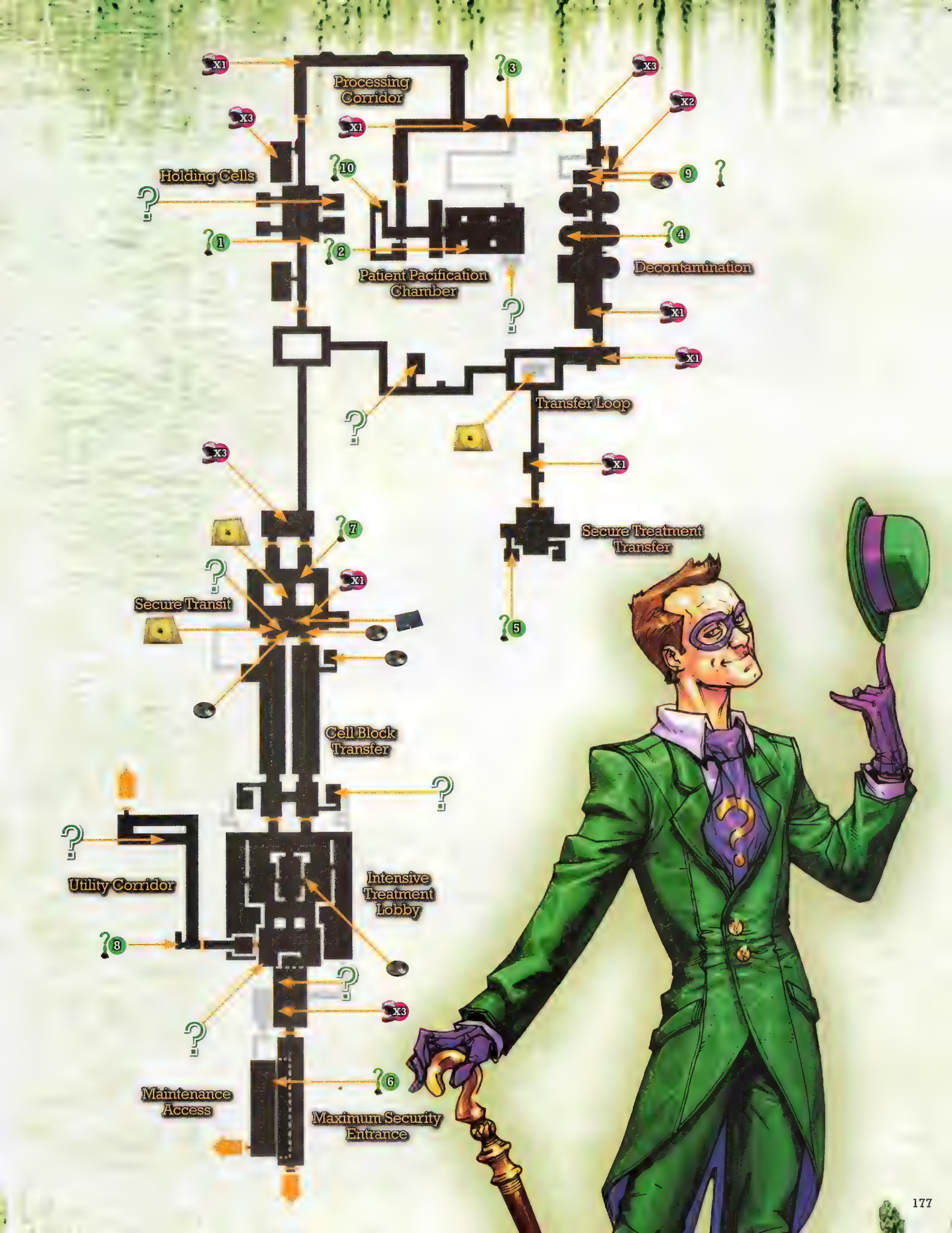
7 Stand on the center platform in Secure Transit, halfway up the elevator shafts, and use the Batclaw to yank the metal grate off the wall. Run and leap across to pick up the trophy.

8 Use the Explosive Gel on the breakable wall in the Utility Corridor. The trophy is behind the fencing.



9 Use the Cryptographic Sequencer to enter the office in Decontamination. Climb the ladder to the barred room to find the Riddler Trophy.

10 Locate the ventilation grate over the stairs in the Patient Pacification Chamber and pull it down with the Batclaw. Grapple up to get the Riddler Trophy.


Processing Corridor
Holding Cells
Patient Pacification Chamber
Decontamination
Transfer Loop
Secure Treatment Transfer
Secure Transit
Cell Block Transfer
Utility Corridor
Intensive Treatment Lobby
Maintenance Access
Maximum Security Entrance
X1
X2
X3
1
2
3
4
5
6
7
8
9
10

INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

HARLEY QUINN: EMPLOYEE ORIENTATION, MARCH 3RD

Go up the stairs on the west side of the Secure Transit area to find a narrow room with a desk and some recording equipment. The Interview Tape is on the desk.

HARLEY QUINN: PATIENT INTERVIEW #1, MARCH 3RD

This Interview Tape is inside the large office in the center of the Intensive Treatment Lobby. It's on a desk near the east exit, under the glass ceiling.

HARLEY QUINN: PATIENT INTERVIEW #2, MARCH 4TH

Use the Cryptographic Sequencer to unlock the gate to the northeastern office in Cell Block Transfer. The Interview Tape is on the computer terminal.

HARLEY QUINN: PATIENT INTERVIEW #4, MARCH 6TH

This Interview Tape is in the narrow office upstairs from the doors that connect Secure Transit to Cell Block Transfer. The office was gated during a previous visit, but now it's open.

HARLEY QUINN: PATIENT INTERVIEW #11, APRIL 1ST

Use the Cryptographic Sequencer to disable the security field in the Decontamination area and enter the office. The Interview Tape is on the desk.

MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

The Secrets Map in Intensive Treatment is in the lowest level of Secure Transit. It's available only after using the Cryptographic Sequencer to open the metal barrier that seals off the area. Defeat the six hostiles in the area and locate the map in the office up the stairs.

JOKER TEETH

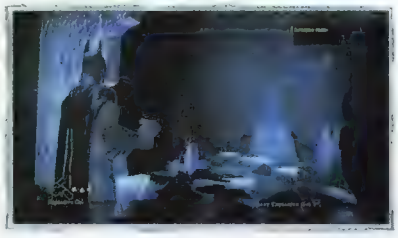
Give peace a chance by smashing 20 of these annoying chatterboxes.

The 20 Joker Teeth in Intensive Treatment can be smashed during your initial visit to the area at the start of the game. Of them all, the ones that may require some special searching are those at the north end of the Decontamination area; all the rest are out in the open. Listen closely for the sounds of chattering teeth in Decontamination after activating the extractor fan and clearing out the Joker Toxin. Walk back to the north end of the room to find the two Joker Teeth there.

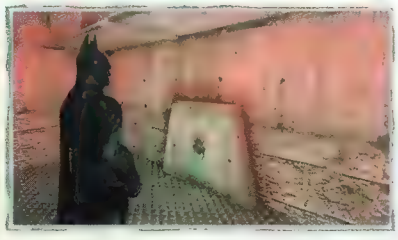
CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.

Go to the top of the elevator shafts in Secure Transit. Crawl underneath the fence and through the narrow passage to find this first cryptic message.



Return to Secure Transit with the Explosive Gel. Use Detective Mode to find the breakable wall halfway up the elevator shaft, on the southern side of the room. Destroy the wall to reach the Chronicle of Arkham behind it.



Look for the ventilation grate halfway up the wall on the eastern side of the Transfer Loop. Tear it down with the Batclaw, then climb inside. This large maintenance shaft hides the next Chronicle of Arkham.

RIDDLE

DON'T CUT YOURSELF ON THIS SHARPLY OBSERVED PORTRAIT.

Intensive Treatment Lobby: Walk to the edge of the raised level near the ladder and locate the framed portrait of Warden Sharp. Hold the Detective Mode Button to scan the portrait to solve the riddle. A guard will unlock a door to the Utility Corridor as soon as it is solved.

A PUZZLE HAS MANY SIDES, BUT ONLY SOME ARE VISIBLE.

Intensive Treatment Lobby: Stand inside the office in the center of the area and enter Detective Mode. Study the windows on the south side of the office and locate the upper portion of the "?" on the window near the door. Now manipulate the camera controls to line up the question mark on the window with the dot painted on the wall in the distance beneath the vents. Once you've aligned the "?", press and hold the Detective Mode Button to solve the riddle.

YOU DON'T KNOW JACK ABOUT GOTHAM. TUNE IN TO FIND OUT.

Utility Corridor: Zoom in on the radio in the locker room to see the dial tuned to Jack Ryder's radio show. Hold the Detective Mode Button to scan the commentator's name on the radio to solve the riddle.

HOOK UP WITH THE RELATIVES BEFORE YOU'RE TRANSFERRED OUT OF HERE.

Use the Cryptographic Sequencer to unlock the gate on the southeastern side of the Cell Block Transfer area. Travel to Cash's office and zoom in on the family photo on his desk; scan the photo to solve the riddle.

DR. JONATHAN CRANE PLANS ON ELEVATING FEAR TO NEW DEPTHS.

Drop into the empty elevator pit at the bottom of Secure Transit and crawl through the ventilation system to reach the mysterious cave behind the walls. Scan the blueprints to solve the riddle.

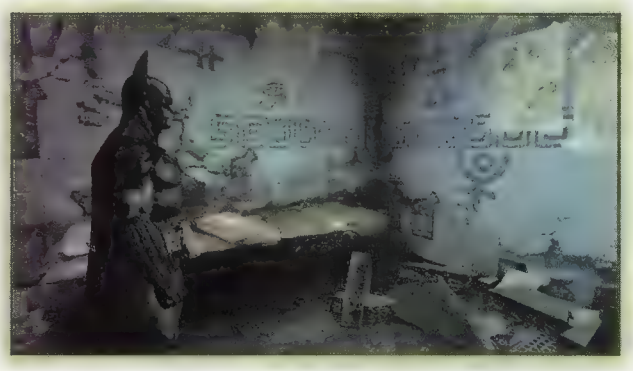
A TOP HAT AND TAILS IS THE ONLY DRESS CODE FOR THIS PARTY IN THE NORTH.

Return to the Transfer Loop and duck underneath the partially-lowered gate to enter the small office in the center. Zoom in on the poster advertising the Iceberg Lounge and scan it.

EVEN I WAS SHOCKED WHEN I SAW HOW MAXI ZEUS WAS TREATED!

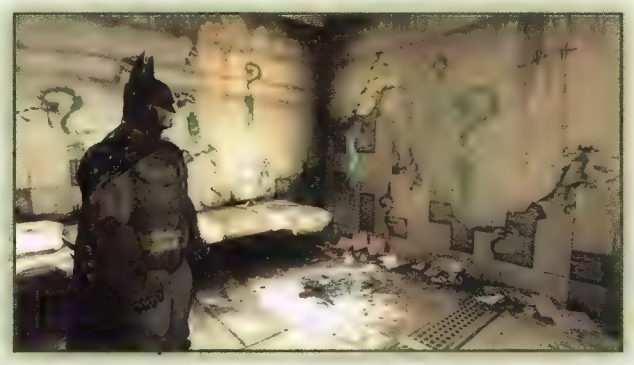
Use Detective Mode to spot the weakened wall in the Patient Pacification Chamber and blow it up with Explosive Gel. Scan the book and artwork in the cell.

Unlocks: Character Bio for Maxie Zeus.



WHERE WOULD YOU FIND MY HOME SWEET HOME?

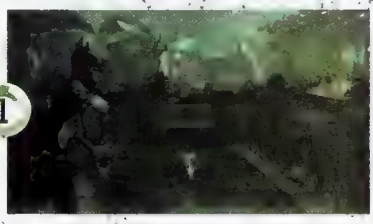
Return through the Intensive Treatment facility to the Holding Cells and scan the green question marks in the northeastern cell to solve this riddle.



ARKHAM ISLAND, EAST

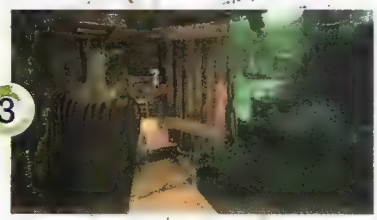
RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.

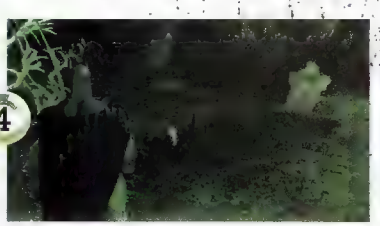


Follow the southern edge of the island from the cliffs toward Arkham Mansion. The trophy is located behind a park bench.

Grapple to the top of the guard tower in the northwest corner of the area, just west of the entrance to the Botanical Gardens.
Unlocks: Character Trophy for Blackgate Inmate.



This one is inside the grave keeper's shack in the middle of the cemetery, resting on the table.
Unlocks: Character Trophy for Frank Boles.



Look on the ground at the north end of the cemetery. It's between the cliffs to the east and the Botanical Gardens building to the west.

Grapple over the wall to the small courtyard just north of the entrance to Arkham Mansion. The Riddler Trophy is on a park bench at the end of the yard.

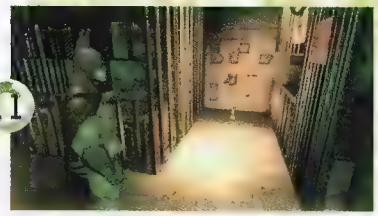
Grapple to the Arkham Mansion roof on the northeast corner above the courtyard. Run to the eastern edge of the roof to find this Riddler Trophy.

7

Grapple to the lower ledge of the Arkham Mansion's main clocktower, then run around to the east side and grapple again. The Riddler Trophy is on the west side of the tower.
Unlocks: Character Trophy for Victor Zsasz.

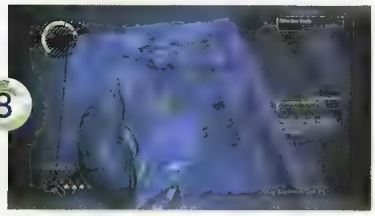
9

Use the Cryptographic Sequencer to deactivate the security gate on the guard shack near the flaming statue. The Riddler Trophy is inside on the table.
Unlocks: Character Trophy for Poison Ivy.



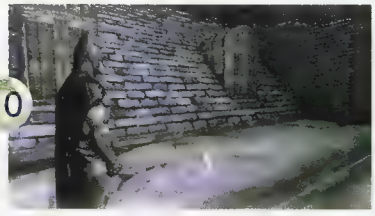
11

The final Riddler Trophy in Arkham Island East is inside the guard room near the watchtowers. Use the Cryptographic Sequencer to unlock the gate near the catwalk and go inside. The trophy is on the floor in the back corner.



8

While in Detective Mode, use the Explosive Gel to blow up the sidewalk just north of the entrance to Arkham Mansion to find a buried Riddler Trophy.



10

Glide down from the Arkham Mansion rooftop to the lower rooftops on the south side of the structure. This hard-to-spot Riddler Trophy is in a low area between the two main wings on the southeast side of the building.

INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

THE JOKER: PATIENT INTERVIEW #1, JUNE 16TH

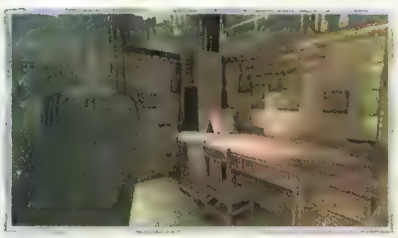
It's on the desk at the top of the guard tower with the lengthy metal walkway closest to the path leading to Arkham Island North and Botanical Gardens.

THE JOKER: CASE STUDY NOTES, DECEMBER 22ND

Use the Cryptographic Sequencer to disable the security gate on the lengthy walkway leading from the cliffs to the watchtower. Venture inside to find the Interview Tape on the desk.

MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?



Use the Cryptographic Sequencer to unlock the entrance to the guard shack near the flaming statue. The Secrets Map is inside, on a desk in the corner of the tiny room.

JOKER TEETH

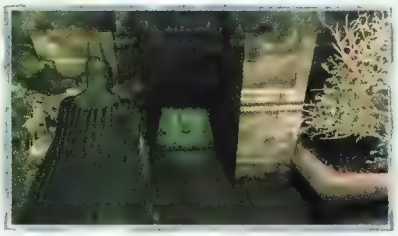
Smash 10 of these annoying blabbermouths.

The Joker Teeth in Arkham Island East appear in pairs periodically throughout the night. They can be located on the steps to Arkham Mansion and the Botanical Gardens, in the guard towers, and on the ground. You won't find the final two pairs of Joker Teeth until late in the game.

CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.

Use Detective Mode and Explosive Gel to find and break through the weakened wall on the side of the steps leading to Botanical Gardens near the cemetery.



This Chronicle of Arkham is located between two narrow walls on the side of the courtyard, just north of the entrance to Arkham Mansion. It's behind a short wall near the plants.

RIDDLE

THE LEGACY OF THIS ISLAND HAS BEEN WELL AND TRULY BURIED.

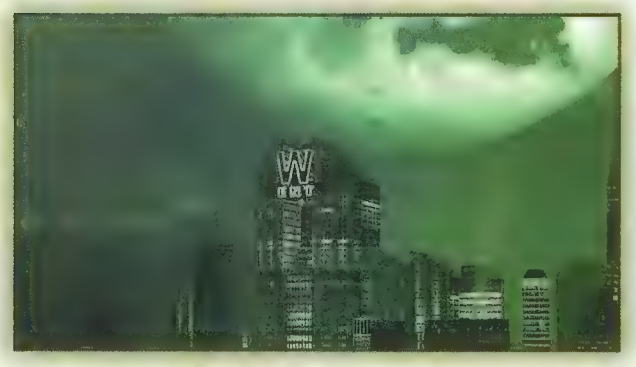
Enter the cemetery to the southeast of the Botanical Gardens entrance and locate the headstone for Amadeus Arkham and scan it.

Unlocks: Character Bio for Amadeus Arkham.

GOTHAM'S GREATEST FAMILY TOWERS OVER THE CITY.

Grapple to the Arkham Mansion rooftop above the courtyard and between the center of the house and the northern wing (where Riddler Trophy #6 is located). Stand near the gap in the fence and zoom in on the large "W" logo atop the Wayne Enterprises building in the distance. Scan the logo to solve the riddle.

Unlocks: Character Bio for Bruce Wayne.



MY CHALLENGES APPEAR TO THOSE WITH THE CORRECT POSITION IN LIFE.

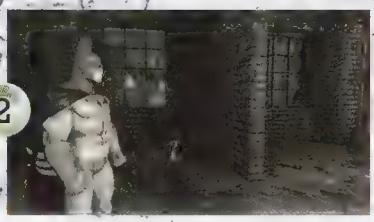
Grapple to the Arkham Mansion rooftop and continue to the ledge along the rear tower. Go to the south side of the tower and use Detective Mode to spot the upper portion of the "?" between the two pitched roofs below. Line up the "." on the ground near Batman's feet and complete the question mark to solve the riddle.

ARKHAM ISLAND, NORTH

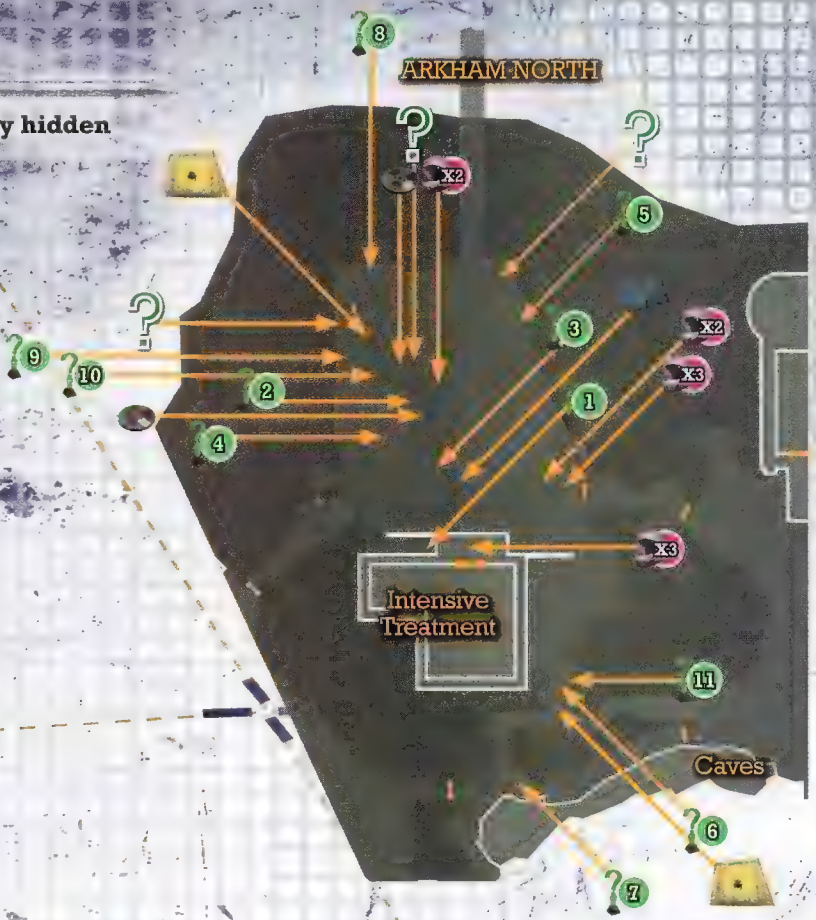
RIDDLER TROPHIES

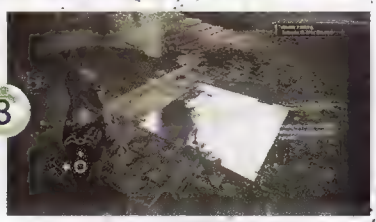
Can you find all of these carefully hidden trophies? I doubt it.

Grapple to the rooftop on the north side of the Intensive Treatment facility. Run over the eave to the east to find this one.
Unlocks: Character trophy of Warden Quincy Sharp.

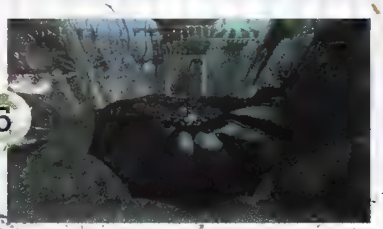


Enter the crumbling ruins of the building north of the Batmobile. This trophy is out in the open on the ground.
Unlocks: Character trophy of Aaron Cash.

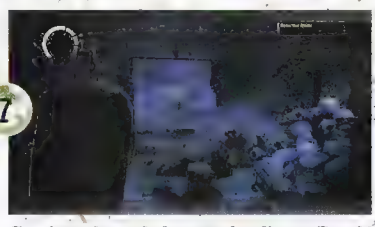




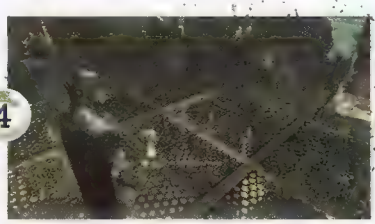
Enter Detective Mode near the Batmobile and use the Explosive Gel on the ground north of the car to reveal a hidden Riddler Trophy.



Glide due north from the northeast watchtower to reach the rocks near the exit from the Old Sewer.



Continue through the cave leading to Dead Man's Point and enter the door. Turn to the right and use Detective Mode and the Explosive Gel to blast through the weakened wall to find the Riddler Trophy.

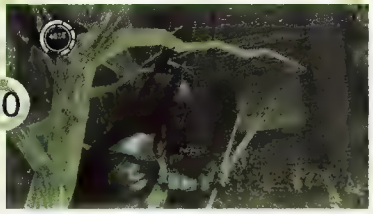


Look on top of the lofty watchtower northwest of the Batmobile. Grapple to the rooftop from the ground to reach it.

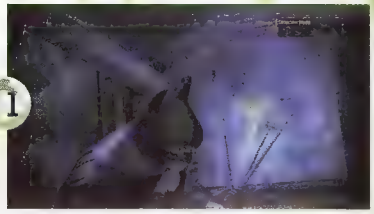
Climb the wall on the east side of Intensive Treatment and enter the small courtyard. Grapple to the ledge above the entrance to the cave entrance at the south end of the courtyard.

Grapple to the security booth near the entrance gate to Arkham Asylum at the north end of the island. Use the Cryptographic Sequencer to hack the gate.
Unlocks: Character Trophy for Arkham Inmates.

Climb to the top of the guard tower in the center of Arkham Island North. Use the Line Launcher to traverse to the uppermost ledge of the ruins to the west.



Use the Ultra Batclaw and Detective Mode to destroy the breakable wall on the building on the west side of the area. Grapple up to get the Riddler Trophy.
Unlocks: Character Trophy for Henchman on Titan.



Return to the secret cave that leads from Arkham Island North to the perch where Batman flew to the Batcave. Enter Detective Mode to spot the weakened wall inside the cave and tear it down to enter the alcove behind it.
Unlocks: Character Trophy for Joker.

INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

THE JOKER: PATIENT INTERVIEW #17, JULY 27TH

Grapple or climb the stairs to reach the top of the watchtower to the northwest of the Batmobile upon first entering Arkham Island North. The Interview Tape is on the desk inside the tower.

THE JOKER: CASE STUDY NOTES, DECEMBER 23RD

Use the Cryptographic Sequencer to deactivate the security control gate on the guard shack near the guard tower. The Interview Tape is on the desk inside.

MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

The Secrets Map is on a desk inside the small security house next to the Batmobile. Use the Explosive Gel to blow through the crack in the roof (use Detective Mode to see where) and drop through the hole to collect the item.

JOKER TEETH

Smash 10 of these annoying blabbermouths.

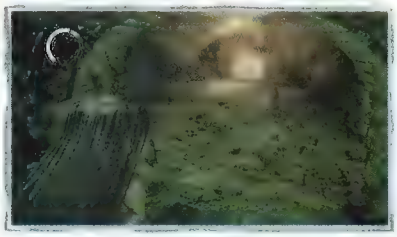
The Joker Teeth in this area will appear in groups of two and three periodically throughout the night. Many will appear near the entrance to the tunnel leading to Arkham Island East, but others will appear on the guard tower and the balcony leading to the upper entrance to Intensive Treatment.

CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.

Enter the crumbling ruins of the building to the north of the Batmobile and grapple to the second floor. The Chronicle of Arkham is on the right.

Enter the cave leading to Dead Man's Point on the southeast side of Intensive Treatment and grapple to the ledge above the broken ladder. This one is on the left.



RIDDLE

TWEEDLE-DUM AND TWEEDLE-DEE SAW IT, CAN YOU SEE IT?

Proceed north past the watchtowers to the gate marking the main entrance to Arkham Asylum. There is a child's see-saw on the right; scan it to solve the riddle.

Unlocks: Character Bio for Tweedledum and Tweedledee.

NOW I SEE IT, NOW YOU DON'T!

Venture to the crumbling building at the north end of the area and approach the stone archway on the left behind the tree. Use Detective Mode to spot the top half of a "?", then line it up with the dot painted on the ceiling inside the building. Scan the full question mark once it is aligned.

LET'S FACE IT, THERE ARE TWO DENTS ON THE WALL.

Use the Cryptographic Sequencer to break into the guard shack in the center of Arkham Island North. Approach the wall with the numerous "Vote Dent" posters and scan the posters to solve the riddle.

ARKHAM ISLAND, WEST

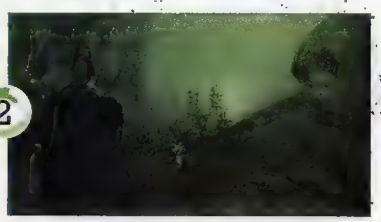
RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.

Grapple to the ledge directly above the door from which you exit upon reaching Arkham Island West from the north.

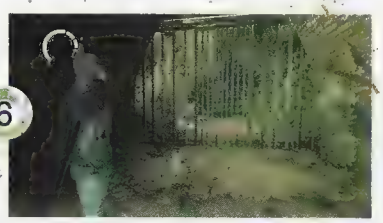
Search the roof of the shack on the docks, southeast of the Penitentiary. Descend the stairs from the upper cliffs and grapple to the roof.

Grapple to the Medical Wing's rooftop and search the edge of the building's roof in a counter-clockwise direction.
Unlocks: Character trophy for the Batmobile.



From the door to Arkham Island West, drop into the ravine with the flowing water on the left. If necessary, use Detective Mode to scan the lower rocks for this Riddler Trophy.

This one is on the ground beneath the tallest watchtower. It's in the weeds, so use Detective Mode if you have trouble locating it.

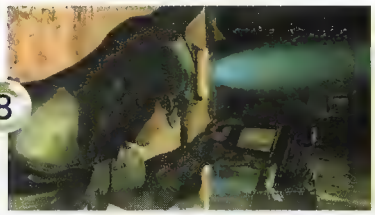


Search the Abandoned Tunnel leading from Arkham Island East. Grapple to the ledge over the gate and use the Explosive Gel to break through the weakened ceiling.
Unlocks: Character trophy for Scarface puppet.

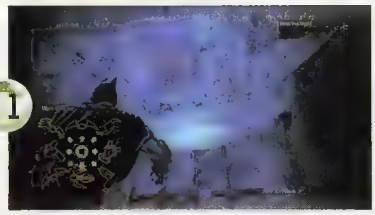
Use the Batclaw to enter the ventilation system on the wall to the right of the doors to the Penitentiary. Climb inside to get the trophy.

Grapple to the Medical Facility rooftop and use the Line Launcher to cross the chasm.
Unlocks: Character Trophy for the Batwing.

Grapple to one of the beams in the tunnel leading to Arkham Island North and use Detective Mode to spot the weakened wall. Yank it down and grapple up to get the trophy.
Unlocks: "Invisible Predator" Challenge.

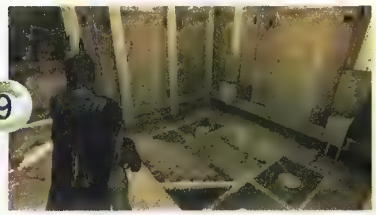


Grapple to the top balcony in front of the Penitentiary. Use the Cryptographic Sequencer (with the Range Amplifier upgrade) to deactivate the security gate.



Approach the entrance to the Abandoned Tunnel and use Detective Mode to spot the cracked section of ceiling. Pull the ceiling down using the Ultra Batclaw and grapple up to get the Riddler Trophy.

This Riddler Trophy is inside the tunnel leading to Arkham Island North. Use the Batclaw to tear the ventilation grate off the wall above the central beams.

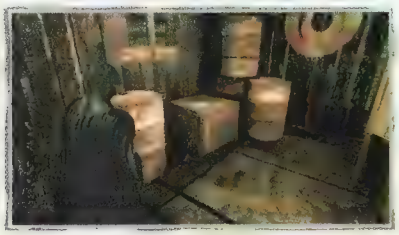


Use the Cryptographic Sequencer to raise the lift in front of the entrance to the Medical Wing. The Riddler Trophy is in a recess beneath the lowered platform.
Unlocks: Character Trophy for Harley Quinn.

INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

THE JOKER: PATIENT INTERVIEW #20, AUGUST 1ST



This tape is on the desk inside the storage shack on the deck southeast of the Penitentiary in Arkham Island West.

MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

Use the Cryptographic Sequencer (with the Power Amplifier upgrade) to deactivate the security field on the guard shack next to the smoldering ambulance. The Secrets Map is inside on the table.

JOKER TEETH

Smash 10 of these annoying blabbermouths.

The Joker Teeth scattered throughout this area are primarily confined to the two tunnels leading to Arkham Island North and Arkham Island East. As with the other areas on the island's surface, the Joker Teeth only appear in small groups periodically throughout the night. Look for them in the tunnels, on the steps leading into the Medical Facility, and near the guard towers in front of the Penitentiary.

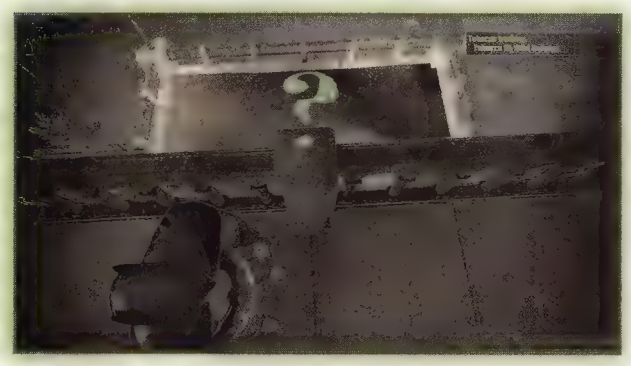
CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.

Descend the lengthy sets of stairs from the front of the Penitentiary to the docks. Approach the ambulance and turn around. Use Detective Mode to locate the large breakable wall and grapple to it; the next message is inside.

RIDDLE

DO YOU SEE WHAT I CAN SEE? NO? THEN MAYBE I AM IN A STRONGER POSITION.



Climb the stairs (or grapple) to the uppermost landing in front of the Penitentiary and enter Detective Mode. Look over the railing to spot the large "?" on the lower level. Now locate the dot spray-painted on the fence post and line them up to complete the Riddler's question mark.

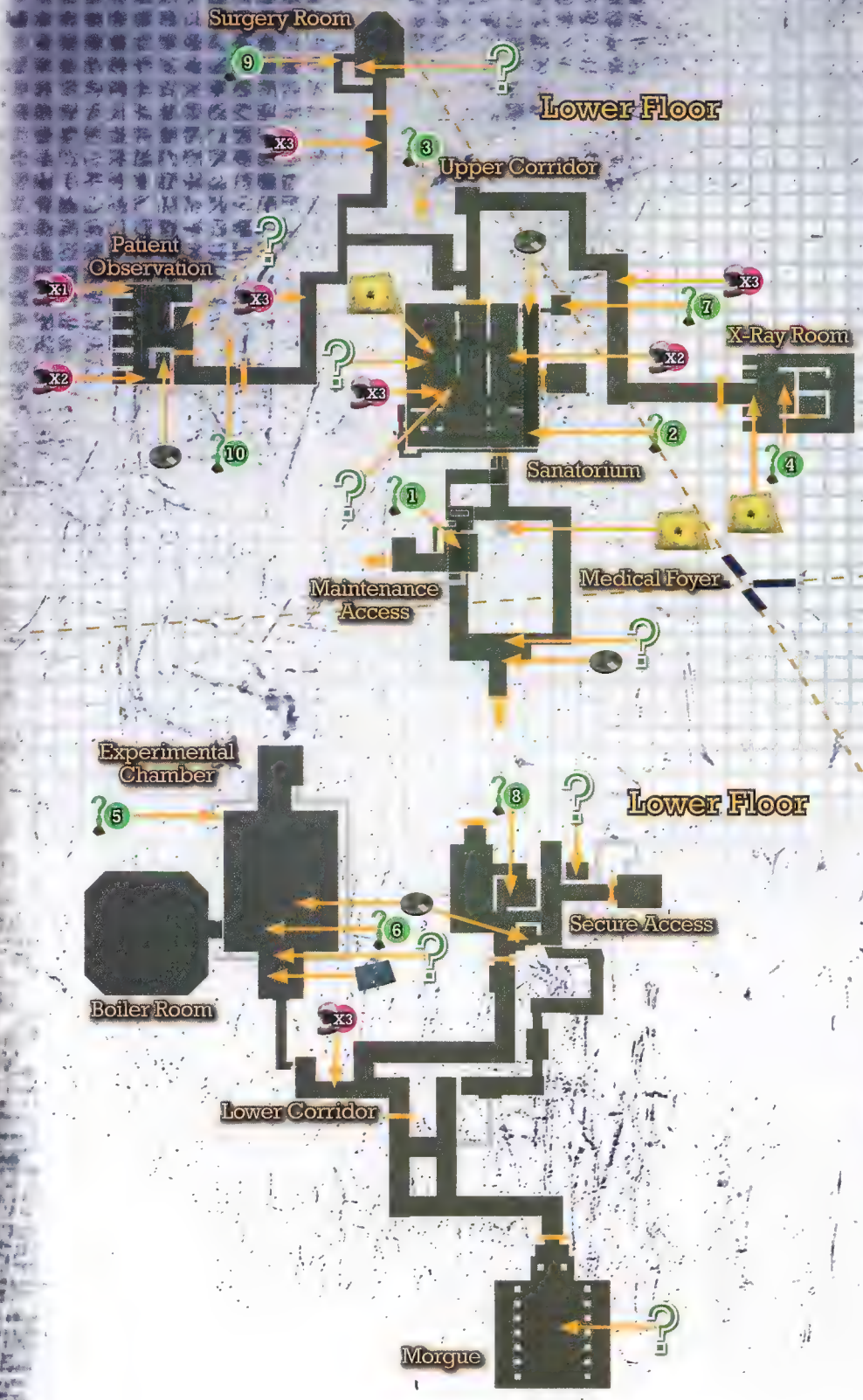
ZSASZ IS COUNTING ON YOU FINDING HIS WORK.

Use the Cryptographic Sequencer with the Range Amplifier upgrade to deactivate the security gate on the upper balcony of the Penitentiary. Once inside, zoom in on the cards on the poker table to solve the riddle.

DOES SCARECROW'S GAS BREAK DOWN BARRIERS AS IT DRIVES YOU INSANE?

Use the Ultra Batclaw to tear down the wall high on the cliffs in the northeast section of Arkham Island West. Grapple into the alcove and scan the mysterious tanks hidden there.

MEDICAL FACILITY



RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.

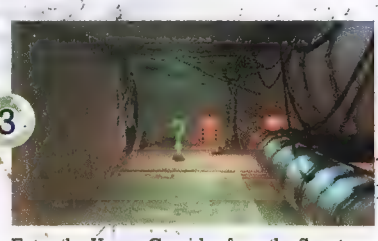
1

Enter through Maintenance Access and get inside the ventilation system. Crawl through the ductwork and continue going down to the Riddler Trophy in the small fenced area.

2

Crawl through the ventilation duct in the northeast corner of the Sanatorium. Sneak through the maintenance tunnel southward to find the Riddler Trophy.

3



Enter the Upper Corridor from the Sanatorium and go straight ahead past the stairs on the left. Grapple to the ventilation duct high on the wall to the left to find it.

4

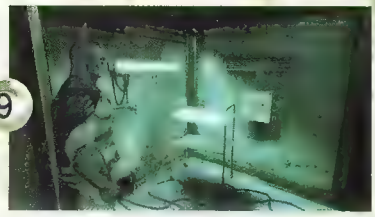
In the X-Ray Room, search atop the central office where Dr. Penny Young is being held hostage.

5

Proceed to the Experimental Chamber and enter the ventilation system. Follow the ductwork around to the northwest corner of the room to find the trophy.

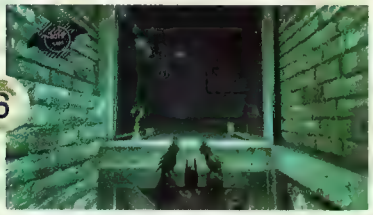
7

Use the Batclaw to pull down the ventilation grate in the northeast corner of the Sanatorium. Crawl through the opening to reach a secret room with the Riddler Trophy.



9

Use the Cryptographic Sequencer to disable the security fence in the Surgery Room. Head up the stairs to find the Riddler Trophy on the cart in the corner.



6

Ascend the stairs in the Experimental Chamber and grapple to the glass roof above Harley Quinn.
Unlocks: "Silent Knight" Challenge.

8

Return to the lower level of the Medical Facility and use the Ultra Batclaw to pull down the breakable wall leading to Secure Access.
Unlocks: "Shock and Awe (Extreme)" Challenge.

10

Use the Batclaw in the Patient Observation room to yank off the ventilation grate. Climb into the ductwork to find the Riddler Trophy in a maintenance shaft behind the wall.

INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

THE RIDDLER: PATIENT INTERVIEW #21, MAY 27TH

It's located in the northeastern office inside the Sanatorium. Use the Explosive Gel on the ceiling to break into it, or simply turn left at the elevator after freeing the scientists.

THE RIDDLER: PATIENT INTERVIEW #39, JULY 29TH

This Interview Tape is on the desk in the Medical Foyer, close to the security gate leading to the exterior. Access the area through the Sanatorium after sneaking in through the Maintenance Access.

THE RIDDLER: PATIENT INTERVIEW #44, AUGUST 21ST

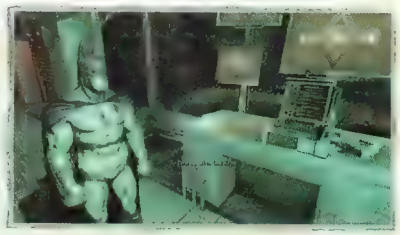
Turn on all the fans in the Patient Observation area to clear the air of the Joker Toxin so Aaron Cash can open the door to the office. The Interview Tape is on the desk.

THE RIDDLER: PATIENT INTERVIEW #55, OCTOBER 4TH

Use the Ultra Batclaw and the Cryptographic Sequencer to explore the rooms in the Secure Access area of the Medical Facility. The Interview Tape is on a wooden desk.

THE RIDDLER: PATIENT INTERVIEW #76, JANUARY 16TH

Return to the lower level of Medical Facility and continue to the Experimental Chamber. Stay low and enter the central chamber where Bane had once been strung up to the wall. The Interview Tape is on the shelf.



MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

The Secrets Map is on the table in the Experimental Chamber. Visit the Morgue after riding the elevator, then follow the arrows through the Lower Corridor to the Experimental Chamber. Pick it up after listening to the Joker's proposition; it's next to a stuffed bear.

JOKER TEETH

Give peace a chance by smashing 20 of these annoying chatterboxes.

You can destroy all 20 Joker Teeth during your initial visit to the Medical Facility, provided you keep an eye out for the ones in the Sanatorium and the trio near the Experimental Chamber. Many of the Joker Teeth are presented to Batman as gifts from the Joker each time he rescues one of the doctors—use a Batarang to destroy the gift boxes to get the real Joker Teeth. Note that although there are five Joker Teeth in the Sanatorium, only three are available at first; the other two are in the elevator and will only appear after the doctors are rescued.

CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.

Crawl through the ventilation system to the Sanatorium, then proceed north along the western wall. Crawl through the floor gates to the second to last area and climb up to find the message.

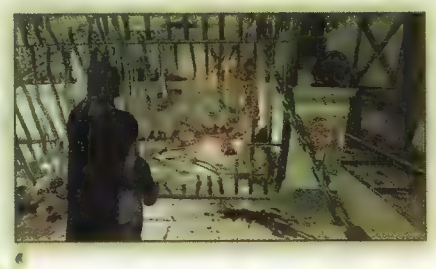
Return to the Medical Foyer and use the Ultra Batclaw to tear down the breakable wall in the hallway. Grapple up to the Chronicle of Arkham behind it.

Use the Ultra Batclaw inside the X-Ray Room to tear down the breakable wall above the inner room where Dr. Young was located.

RIDDLE

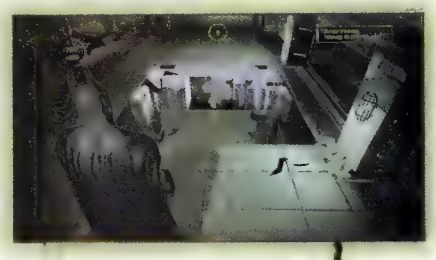
TICK! TOCK! NEWS FLASH! SOMEONE IS NOT GETTING OUT OF HERE ALIVE.

Sanatorium: Drop through the weakened floor to the lowest level of the Sanatorium and scan the skeletons in the jail cell. This is located in the western side of the room. *Unlocks: Character Bio for Killer Croc.*



A QUESTION CAN ONLY BE ANSWERED FROM A NEW PERSPECTIVE? DON'T YOU AGREE?

Sanatorium: Use Detective Mode to spot the weakened section of floor on the west side of the room, then use the Explosive Gel to blow it up. Step back (toward the south) and line up the "?" in the hole with the dot on the floor.

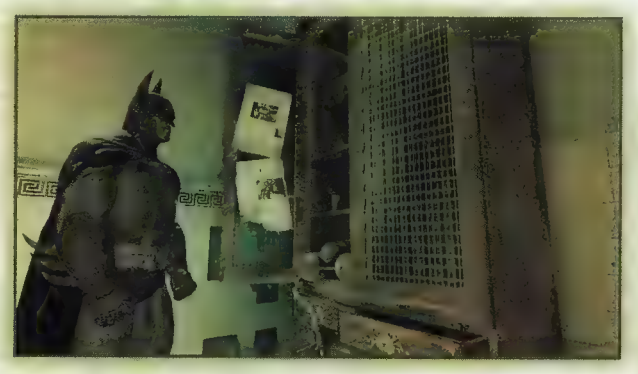


IS THE GENEROSITY OF OUR BENEFACTORS ON THE WAYNE?

Medical Foyer: Proceed to the Medical Foyer via the Sanatorium and scan the plaque on the wall that states this unit of Arkham Asylum was funded by Bruce Wayne.
Unlocks: Character Bio for Alfred Pennyworth.

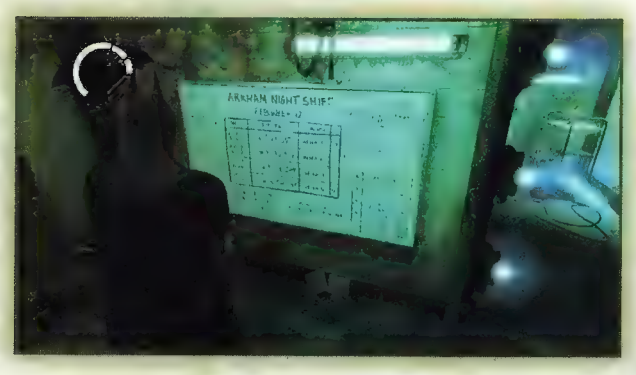
WAS THIS FIRE FLY TOO HOT OFF THE PRESS?

Patient Observation: Clear the Patient Observation area of the Joker Toxin, then enter the room that the inmate smashed through. Zoom in and scan the newspaper clipping with the headline "Firefly Escapes."
Unlocks: Character Bio for Firefly.



SHHHHSSHHS! RUMORS PERSIST THAT TOMMY ELLIOT OPERATES IN ARKHAM. CAN IT BE TRUE?

Grapple to the upper level in the Surgery Room and scan the large board with the operating schedule, particularly where T. Elliot's name is located.
Unlocks the Character Bio for Hush.

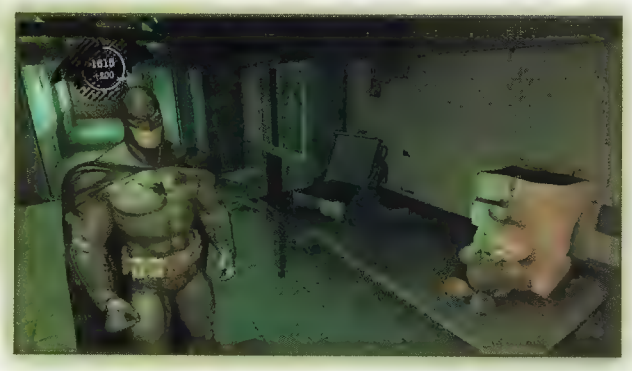


WHAT SILENT KILLER OF THE OCEANS CAN BE FOUND IN A TINY JAR?

Examine the center of the Morgue after escaping the run-in with Scarecrow and scan the jar labeled "Great White Shark."
Unlocks: Character Bio for Great White Shark.

IS THIS BEAR THE BANE OF HIS LIFE?

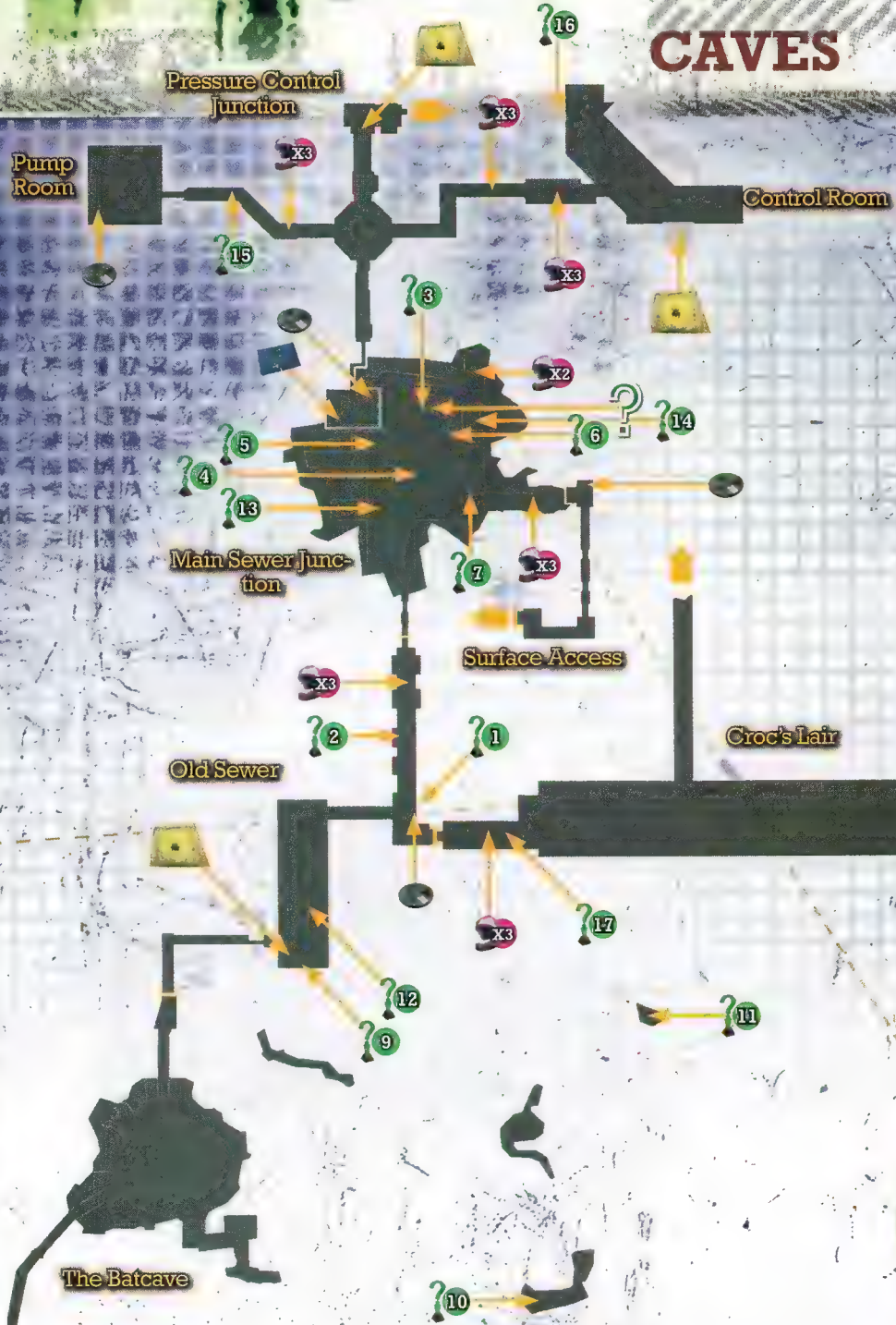
Follow the arrows on the floor of the Lower Corridor to the Experimental Chamber. Locate the stuffed bear on the table and scan it to solve the riddle.
Unlocks: Character Bio for Bane.



ARE YOU GOING TO TAKE YOUR HAT OFF TO HARLEY, BATS?

Grapple to the empty ductwork in the elevator shaft on the lower floor of the Medical Facility and crawl through the ventilation system to the intersection. Turn to the right and drop into Harley's former office. Zoom in on the female Jester head on the desk and scan it to solve the riddle.

CAVES

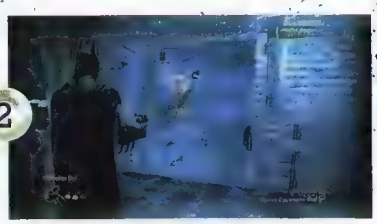


RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.

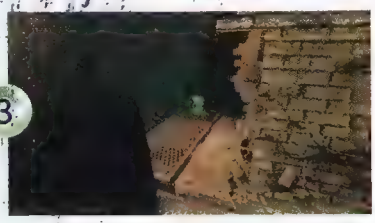
1

Use the Batclaw to remove the ventilation grate from the wall in the Old Sewer and grapple up to find the Riddler Trophy.



2

Venture north through the Old Sewer while in Detective Mode to spot the weakened wall on the left. Use the Explosive Gel to break through the wall.



3

This one is on a metal platform in the Main Sewer Junction beneath the running water. Jump to the first metal platform, drop to the left then jump to the platform further to the left. The trophy is on the far side of the column.

Unlocks: Character Trophy for Bane.

4

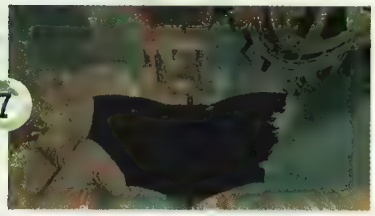
Enter the Main Sewer Junction and go toward the Joker Teeth in the northeast corner. Jump to the narrow gap in twhe bricks right before the toppled column, then shimmy along to the side and climb onto the column.

5

Run along the toppled column on the north side of the Main Sewer Junction to reach the northwest corner. Run and leap southward to the Riddler Trophy, which is visible on the third column.
Unlocks: "Sewer Bat" Challenge.

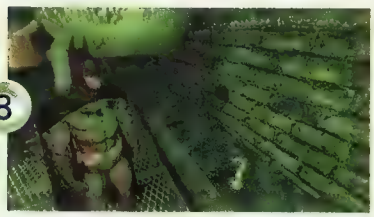
6

Ascend the second toppled column in the Main Sewer Junction to reach the third level. Shimmy along the crack in the column to the far side of the tower and climb up.
Unlocks: Character Trophy for Commissioner James Gordon.



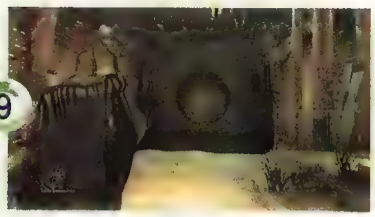
7

Climb to the third level in the Main Sewer Junction by ascending the second toppled column, then turn to face the southwest. Glide down and to the left to land in the alcove just below the large gear.
Unlocks: Character Trophy for Scarecrow.



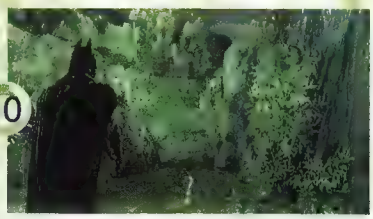
8

Use the Line Launcher to cross over the water in Croc's Lair to reach the Riddler Trophy. This one is slightly east of the hallway leading to Control Room Access.
Unlocks: "Survival Tactics" Challenge.



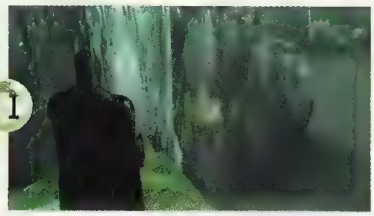
9

Return to the south end of Old Sewer and use the Line Launcher to access the Riddler Trophy located just beyond the waterfall.
Unlocks: Character Trophy for Killer Croc.



10

Glide from the ledge above the Batcave to the rock island far to the south after getting the Ultra Batclaw. The Riddler Trophy is on the lowest level of this narrow, terraced rock spire.



11

Grapple to the small opening located about halfway inside the spiral-shaped rock spire off the coast of the island. Glide northeast to the tiny ledge in the distance to find the trophy.
Unlocks: "Record Breaker (Extreme)" Challenge.

12

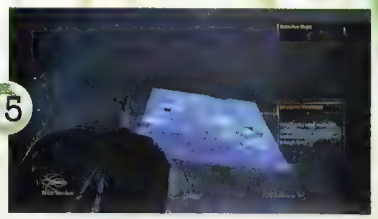
Enter the Old Sewer with the Ultra Batclaw in tow and use Detective Mode to spot the weakened section of ceiling. Tear down the crumbing wall and grapple to the room above.

13

Use the Line Launcher inside the Main Sewer Junction to cross from the platform that leads to Surface Access to the walkway in the center of the room.
Unlocks: "Rumble in the Jungle" Challenge.

14

Glide from the aqueduct in the center of Main Sewer Junction to the ledge to the east. It's high on a ledge to the left of the giant gears.



15

Use the Ultra Batclaw and Detective Mode to break through the weakened section of wall along the path leading to the Pump Room from Pressure Control Junction.

16

Use the Ultra Batclaw to rip down the breakable wall in the northwest corner of the Control Room. Wait to do this until after you have eliminated the seven gunmen.

17

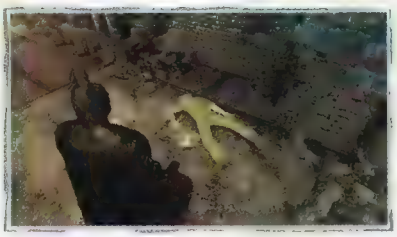
Return to the Control Room Access and Croc's Lair areas via Intensive Treatment. Use the Ultra Batclaw to tear down the weakened ceiling near the door to the Old Sewer.
Unlocks: "Rumble in the Jungle (Extreme)" Challenge.

INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

KILLER CROC: PATIENT INTERVIEW #1, FEBRUARY 12TH

Exit the Batcave via the corridor leading to the Old Sewer. Defeat the five thugs and continue east to find the Interview Tape on the ground near the body.



KILLER CROC: PATIENT INTERVIEW #2, FEBRUARY 17TH

Ascend the toppled columns in the Main Sewer Junction. Once on the third level, enter the Surface Access corridor to the east. The Interview Tape is on the crate just past the door.

KILLER CROC: PATIENT INTERVIEW #5, FEBRUARY 25TH

The tape is on a crate in Control Room Access. To reach it, use the elevator in Intensive Treatment en route to Killer Croc's Lair.

KILLER CROC: PATIENT INTERVIEW #6, FEBRUARY 26TH

This Interview Tape is on a pile of drums in the corner of the pump control room inside Main Sewer Junction. Use the Line Launcher and Ultra Batclaw to reach this room high above the sewer floor.

KILLER CROC: PATIENT INTERVIEW #7, FEBRUARY 29TH

Grapple to the platform where Batman first enters the Pump Room and use the Line Launcher to cross over to the narrow ledge near the drums.

MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

The Secrets Map is in the pump control room within the Main Sewer Junction. Climb to the highest ledge in the Main Sewer Junction using the Line Launcher and tear down the breakable wall to the pump control room. The Secrets Map is on a stool in the corner of the room beneath the monitor.

JOKER TEETH

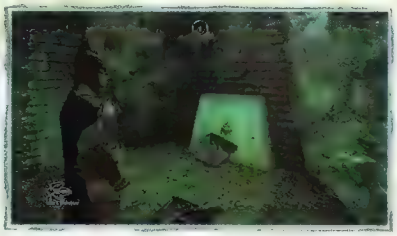
Give peace a chance by smashing 20 of these annoying chatterboxes.

You'll need to make a second trip to the Caves to find all 20 Joker Teeth, but even this second visit is part of the main story progression. The first visit to the Caves is limited to the Batcave and the Main Sewer Junction. You can find the missing 12 Joker Teeth upon returning through Croc's Lair and then travelling back and forth through the Pressure Control Junction later.

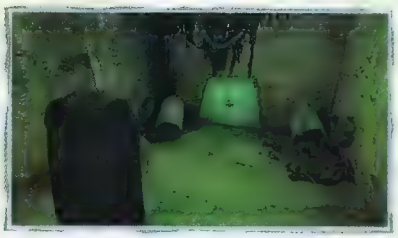
CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.

Drop off the ledge into the Old Sewer and eliminate the nearby thug. Turn to face the wall where Batman just entered and look to the left to find the Chronicle of Arkham.



Use the Explosive Gel or the Ultra Batclaw to break down the wall in the southeastern side of the Control Room.

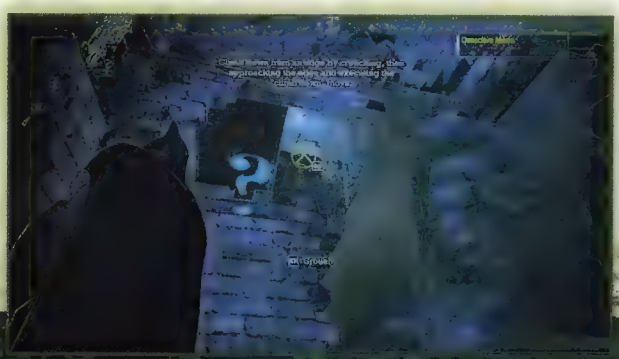


Enter Detective Mode and use the Ultra Batclaw or Explosive Gel to destroy the wall in the elevator shaft inside Pressure Control Junction. This elevator shaft is only accessible following the fight with the Titan Henchman.

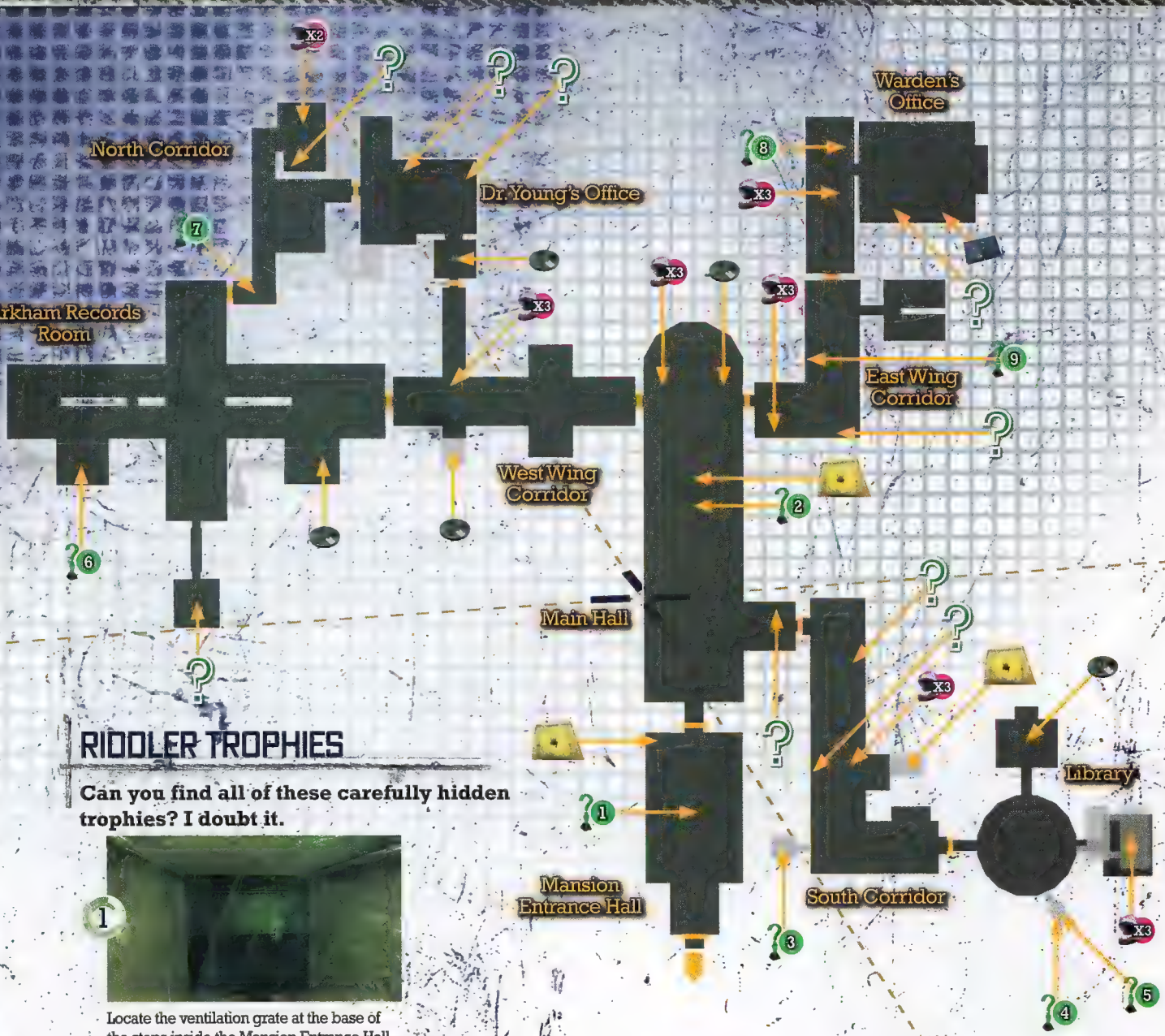
RIDDLE

A PUZZLE HAS MANY SIDES, BUT ONLY SOME ARE VISIBLE.

Climb the second toppled column inside the Main Sewer Junction. Shimmy along the crack in the tower to the ledge and climb up to where the Riddler Trophy #6 is located. Go into Detective Mode and stare through the missing bricks to the ceiling and line up the "?" on the upper archway with the dot of paint on the nearby wall.



ARKHAM MANSION

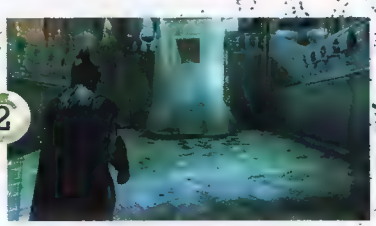


RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.

1

Locate the ventilation grate at the base of the steps inside the Mansion Entrance Hall and yank it out. Crawl through it to find the Riddler Trophy.

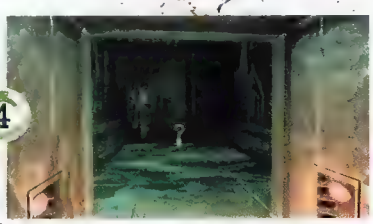


2

Using the Batclaw, yank off the ventilation grate on the base of the statue in the Main Hall and climb inside to retrieve the trophy.

3

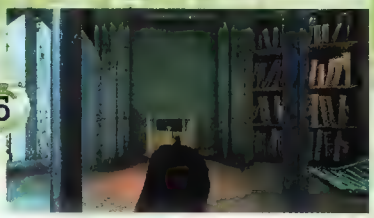
Use the Batclaw to yank down the ventilation grate high on the southwest wall in the South Corridor. Grapple up to find a Riddler Trophy.



4

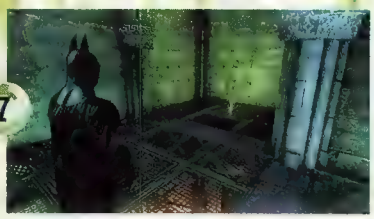
Defeat the thugs in the Library and enter the ductwork on the main floor to find the Riddler Trophy. Use the Batclaw to yank off the grate.

5



Grapple to the third level of the library and sneak through the ventilation system to a secret maintenance shaft. Continue to the top level of the Library, then enter one final piece of ventilation to find the Riddler Trophy.

7



Proceed to the North Corridor and crawl through the ductwork near the blocked door to Dr. Young's office. Grapple to the second ventilation opening to access the upper floor. The Riddler Trophy is on the upper floor above the door leading back to the Arkham Records Room.

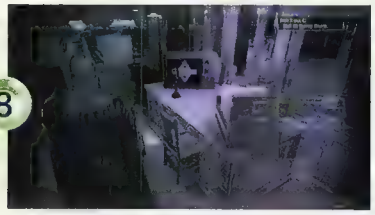
9

Return to the East Wing Corridor with the Ultra Batclaw and pull down the structurally weak wall around the corner from the entrance. Grapple up to get the Riddler Trophy.
Unlocks: "Survival Tactics (Extreme)" Challenge.

6

Walk along the balcony in the Arkham Records Room to the western corner and pull down the ventilation grate using the Batclaw. Climb through the ductwork to the gated room to find the trophy.

8

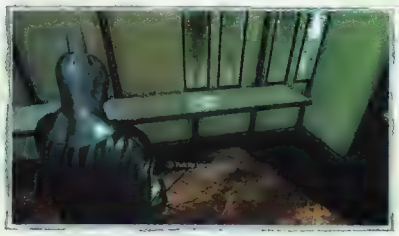


The trophy is on the desk at the north end of the Warden's Office. Get it after dealing with Zsasz.
Unlocks: "Record Breaker" Challenge.

INTERVIEW TAPES

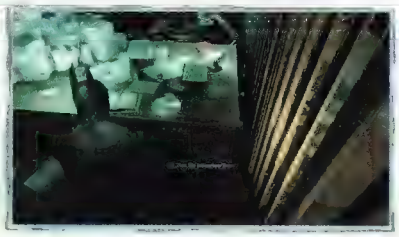
Delve into the minds of the Arkham patients. You may learn a thing or two.

THE SCARECROW: PATIENT INTERVIEW #1, JANUARY 7TH



Yank the ventilation grate off the wall of the office in the northeast corner of the Main Hall. The Interview Tape is on the desk.

THE SCARECROW: PATIENT INTERVIEW #6, JANUARY 22ND



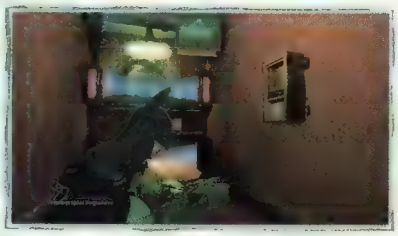
Eliminate the enemies in the Arkham Records Room and proceed south toward the security gate. Remove the ventilation grate on the wall and climb through the ductwork to the gated office. The Interview Tape is on the desk.

THE SCARECROW: PATIENT INTERVIEW #9, JANUARY 29TH

This Interview Tape is on the desk in the locked portion of Dr. Young's Office. Batman can retrieve it after the henchmen open the door.

THE SCARECROW: PATIENT INTERVIEW #12, FEBRUARY 14TH

Use the Cryptographic Sequencer in the Library to access the locked room to the north. The Interview Tape is on a desk.



THE SCARECROW: ASYLUM INTERVIEW #1, FEBRUARY 14TH

Enter Detective Mode and use the Ultra Batclaw in the West Wing Corridor to tear down the breakable wall on the south side. Climb up and look for the Interview Tape on the floor amongst the papers.

MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

The Secrets Map is on the desk in the Warden's Office. Pick it up after saving Dr. Young from Zsasz, but before leaving the office to follow the warden's DNA trail.

JOKER TEETH

Give peace a chance by smashing 20 of these annoying chatterboxes.

All 20 Joker Teeth can be found during your initial visit to Arkham Mansion. Joker will reward Batman with six of them (in two packages), while the remainder are easy to find. The only tricky ones are in the Main Hall and in the Warden's Office. Two of the three in the Main Hall are visible at the north end of the room, but the third one is behind a ventilation grate in an otherwise empty office. The three in the Warden's Office are on the balcony above the filing cabinets.

CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.

Climb the stairs in the Mansion Entrance Hall and use the Batclaw to pull down the ventilation grate. Grapple to the secret room above and use the Explosive Gel to break through the wall.

Go to the north end of the Main Hall and look toward the vaulted ceiling to spot a ledge above the statue. Grapple to it to find this rather well hidden Chronicle of Arkham.

Grapple to the ventilation system in the South Corridor and use Detective Mode to find the breakable wall on the east side of the room. The Chronicle of Arkham is behind the wall.

RIDDLE

WHO IS THE MAIN MAN IN THE MAIN HALL?

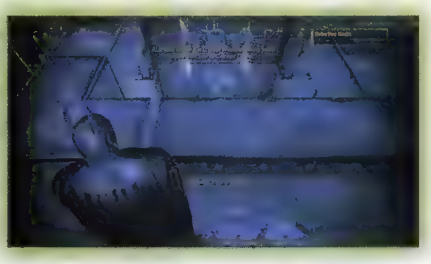
Defeat the enemies in the Main Hall, then approach the hallway leading to the South Corridor. Scan the portrait of Commissioner James Gordon to solve the riddle.

WHAT DOES A BIRD NEED IN THE RAIN?

The same as any other creature: an umbrella! Enter the South Corridor and scan the umbrellas kept in the glass case on the east side of the room.

Unlocks: Character Bio for The Penguin.

THIS FIENDISH PUZZLE LITERALLY APPEARS OUT OF THIN AIR.



Use Detective Mode to spot the upper half of the "?" on the wall in the South Corridor. Grapple to the ventilation system on the other side of the room and locate the tiny dot of paint (while in Detective Mode) on the ductwork. Align it with the curly part on the wall to form the question mark and scan it.

DID AMADEUS GO MAD, OR WAS HE JUST DIZZY?

Crawl through the ventilation system in the North Corridor to reach the two secluded cells in the back. Enter the one with the numerous circular writings and scan the wall to solve the riddle.

IT'LL BE A COLD DAY IN HELL WHEN THIS GHOUL RISES AGAIN.

Sneak through the ventilation system from the upper level of the North Corridor to Dr. Young's Office. Scan the corpse on the open drawer in the morgue.

Unlocks: Character Bio for Ra's al Ghul.

HOW DO YOU MASK YOUR FEELINGS WITHOUT LOSING CONTROL?

Zoom in and scan the mask hanging on the wall in Dr. Young's Office to the right of the safe.

Unlocks: Character Bio for Black Mask.

A GAME OF CAT AND MOUSE CAN BE PAINFUL.

Enter the East Wing Corridor and scan the display case containing Catwoman's mask and gloves.

Unlocks: Character Bio for Catwoman.

ISN'T THE WARDEN TOO OLD FOR A PUPPET SHOW?

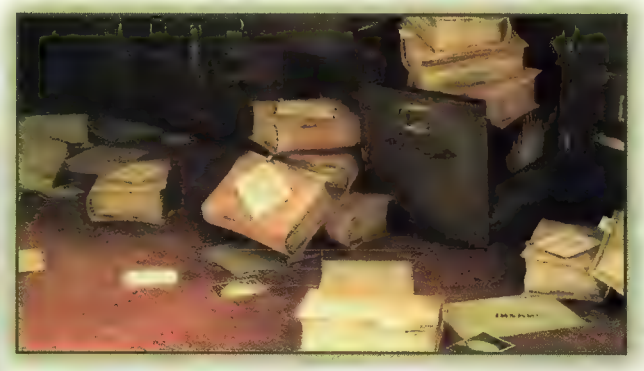
Scan the puppet in the glass case inside the Warden's Office in Arkham Mansion.

Unlocks: Character Bio for Scarface.

OUR RECORDS SHOW THAT A STRANGE TRANSFER REQUEST WAS MADE IN THIS ROOM.

Use the Cryptographic Sequencer to disable the security field sealing off the south office in the Arkham Records Room. Cross over the electrified floor using the Line Launcher and scan the files on the right marked "Strange Files."

Unlocks: Character Bio for Professor Hugo Strange.



RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.

1

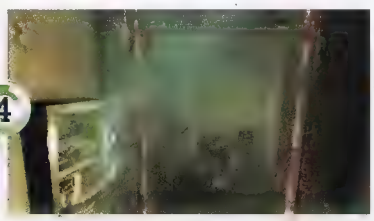
This Riddler Trophy is inside the last stall in the men's restroom in the Cells Access area.

2

Enter the hallway leading south toward The Green Mile. Use Detective Mode and the Explosive Gel to blast through the breakable wall on the left.

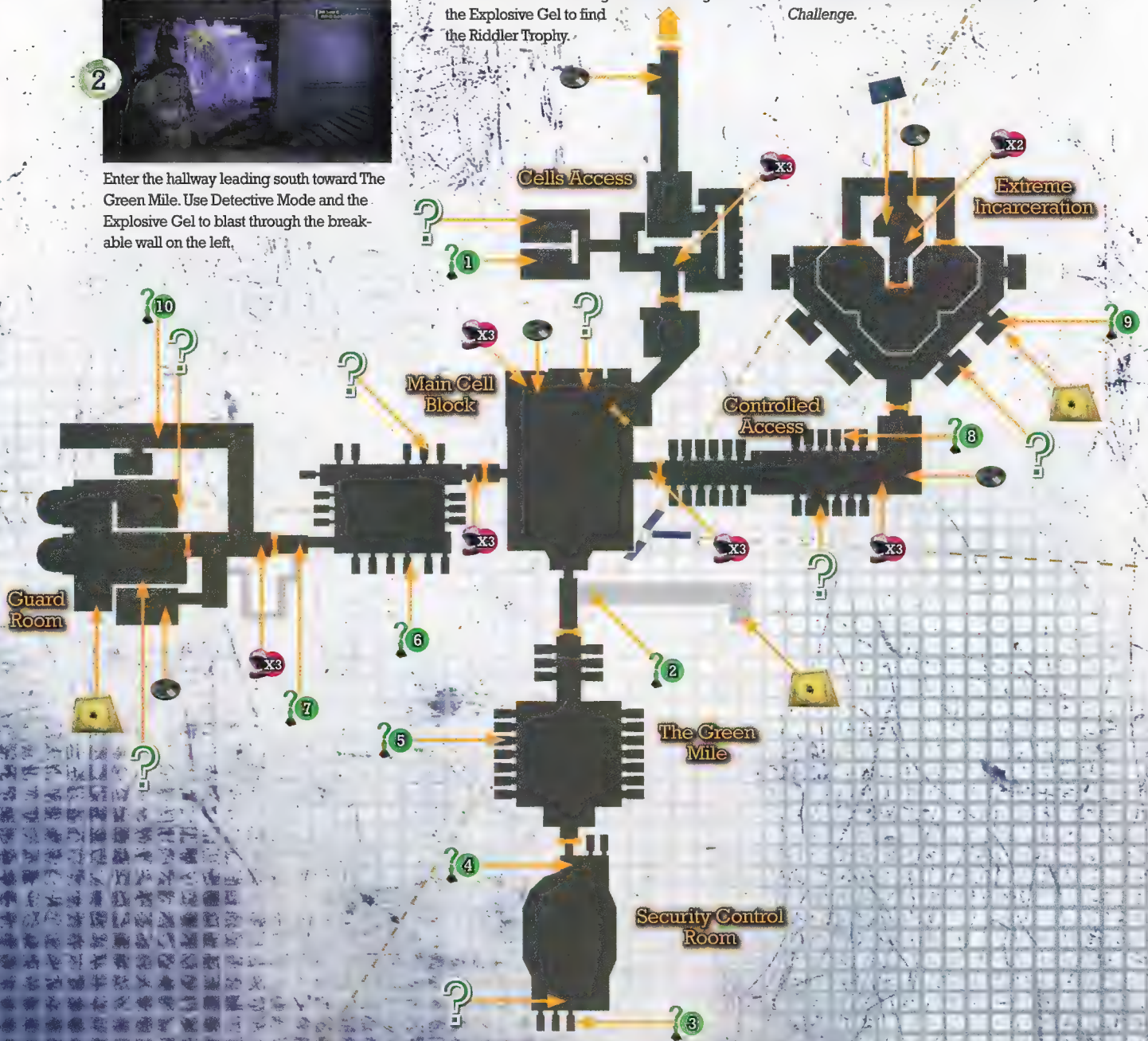
3

Free the Warden in the Security Control Room, then head up the stairs in the southeast corner. Break through the wall using the Explosive Gel to find the Riddler Trophy.



4

Use the Cryptographic Sequencer to unlock the upstairs gate in the Security Control Room. *Unlocks: "Intensive Treatment (Extreme)" Challenge.*



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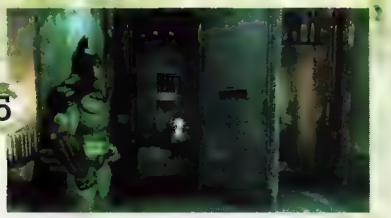
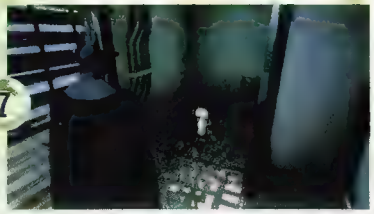


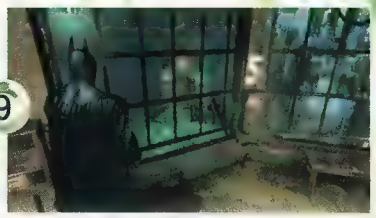
This trophy is in a cell on the west side of The Green Mile. Pick it up on your way back through the room after rescuing Warden Sharp.
Unlocks: Character Trophy for Scarface.

7



Free the guards in the Guard Room and use the Batclaw to yank the ventilation grate off the wall in the hall leading south. Crawl through the ductwork back to the Main Cell Block to find this Riddler Trophy.

9

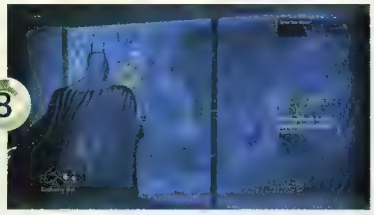


Use the Cryptographic Sequencer to disable the security locks on cell #5 in the upstairs control room of Extreme Incarceration. This will open the door downstairs, allowing you access to the Riddler Trophy.

6

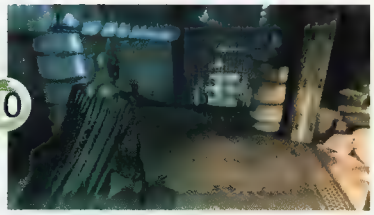
Search the western wing of the Main Cell Block for this one. The Riddler Trophy is in a cell along the south wall.

8



Grapple to the upper area of Controlled Access and use Detective Mode to find the row of structurally weak walls. Use the Explosive Gel on the left-hand wall and drop into the cell below.

10

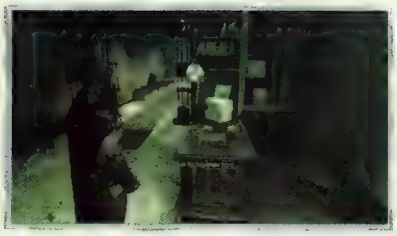


Use the Ultra Batclaw and a Batarang to clear the Joker Toxin from the Guard Room and zip across the room using the Line Launcher. The Riddler Trophy is on the floor to the right in the upper room.
Unlocks: "Invisible Predator (Extreme)" Challenge.

INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

MR. ZSASZ: PATIENT INTERVIEW #1, NOVEMBER 4TH

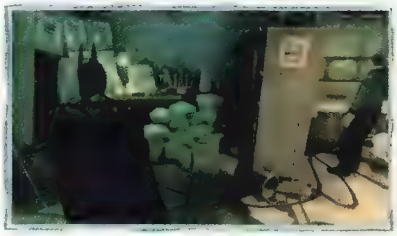


It's on the desk just inside the entrance to the Penitentiary from Arkham Island West. It's in the Cells Access room.

MR. ZSASZ: PATIENT INTERVIEW #5, NOVEMBER 19TH

Enter the Main Cell Block and grapple to the roof of a central cell. Proceed up the ramp to the guards area and locate the Interview Tape on the desk to the left.

MR. ZSASZ: PATIENT INTERVIEW #7, NOVEMBER 22TH



This Interview Tape is on a desk in the office on the south side of the Guard Room. This room is off-limits until after Batman saves the two guards from Harley.

MR. ZSASZ: PATIENT INTERVIEW #4, DECEMBER 12TH

This Interview Tape is on a desk in the corner office of Controlled Access. Grapple to the room from the floor below.

MR. ZSASZ: CASE STUDY NOTES, DECEMBER 22ND

Climb the stairs on the left side of the hallway in Extreme Incarceration to reach the upstairs observation and control room. The Interview Tape is on the desk.

MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

The Secrets Map is on a desk inside the lower office in the center of Extreme Incarceration. After locking up Harley Quinn, loop around the back passageway to the central room to find it.

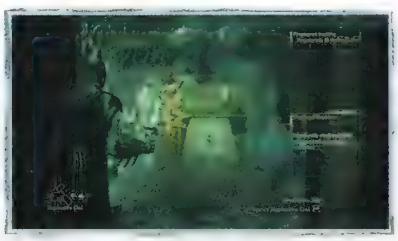
JOKER TEETH

Give peace a chance by smashing 20 of these annoying chatterboxes.

All 20 Joker Teeth can be found during your initial visit to the Penitentiary. The path through this rather linear facility is quite direct. The only Joker Teeth that may go unfound are the two in the upstairs control room of Extreme Incarceration. Explore the hallways and upper area of this room before leaving. The final three Joker Teeth come as a gift from Joker in Controlled Access on your way back from Extreme Incarceration.

CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.



Unlock Cell #5 in the Extreme Incarceration area using the Cryptographic Sequencer and use the Explosive Gel to blow through the back wall of the cell.

Use the Line Launcher to cross the electrified water in the narrow maintenance corridor behind the breakable wall in the Main Cell Block. The Chronicle of Arkham is out of sight to the right.

Destroy the wall in the Guard Room and use the Ultra Batclaw to tear down the wall on the north side of the room. Use a Batarang to turn on the extraction fans, then jump down and use the Explosive Gel to reveal the Chronicle of Arkham behind the southern wall.

RIDDLE

HOW DO YOU REFLECT ON YOUR SUCCESSES AND FAILURES, BATMAN?

Enter the women's restroom in the Cells Access area (loop around through the showers) and scan the large mirror on the western wall.

TWO PEOPLE, ONE VOICE, NO GUN?

Grapple to the top of the cells in the Main Cell Block and proceed up the ramp toward the northern walkway. Locate the framed Tommy Gun on the wall and scan it. *Unlocks: Character Bio for The Ventriloquist.*

A CASE OF MISTAKEN IDENTITY?

After rescuing the warden in the Security Control Room, scan the prisoner behind the glass wall on the south side of this room.
Unlocks: Character Bio for Clayface.

THIS ROOM IS THE END OF DAYS FOR EVEN THE MOST CELEBRATED KILLER.

Proceed to the west wing of the Main Cell Block and locate the cell along the northern wall. Look for the one with the myriad calendar clippings tacked to the wall.
Unlocks: Character Bio for Calendar Man.

WHAT HAS FOUR WALLS, TWO SIDES, AND ONE EX-DA?

Proceed halfway through the Controlled Access corridor and search for the cell on the right with the "Vote Dent" political poster. Step inside the cell and scan the wall.
Unlocks: Character Bio for Two-Face.

ALL ALONE IN YOUR CELL? WHY DON'T YOU BREAK THE ICE WITH THE MOST DANGEROUS PRISONERS?

Scan the ice-covered prisoner's cell in the Extreme Incarceration area after apprehending Harley Quinn. You don't need to open the doors or try to go inside, just scan it from the central floor.
Unlocks: Character Bio for Mr. Freeze.

WHEN IS SOMETHING RIGHT IN FRONT OF YOU, BUT STILL HIDDEN FROM YOU?

Return to the Guard Room and use the Explosive Gel and Ultra Batclaw to reveal the extraction fan controls. Turn on the fans using a Batarang, then Line Launch across to the north. Turn around and use Detective Mode to line up the "?" to the south.

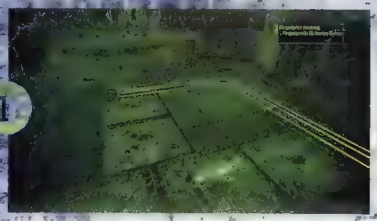
PROMETHEUS, ARKHAM GUARDS' MOST WANTED AND MOST HATED.

Eliminate the Joker Toxin in the Guard Room, drop to the floor, and locate the bulletin board in the corner. Scan the wanted poster with Prometheus's face on it to solve the riddle.
Unlocks: Character Bio for Prometheus.

BOTANICAL GARDEN

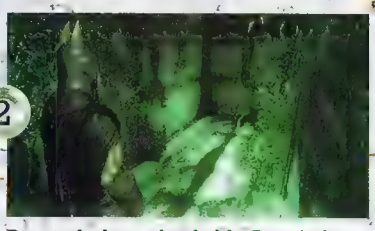
RIDDLER TROPHIES

Can you find all of these carefully hidden trophies? I doubt it.



1

Use Detective Mode and follow the electrical cables north along the main floor to the door leading to the Flooded Corridor. The Riddler Trophy is underneath the floor grates near the cables.

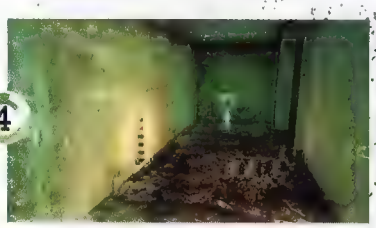


2

Drop to the lowest level of the Botanical Glasshouse and use Detective Mode to locate the weakened wall on the west side of the room. Use the Explosive Gel to enter the secret alcove.

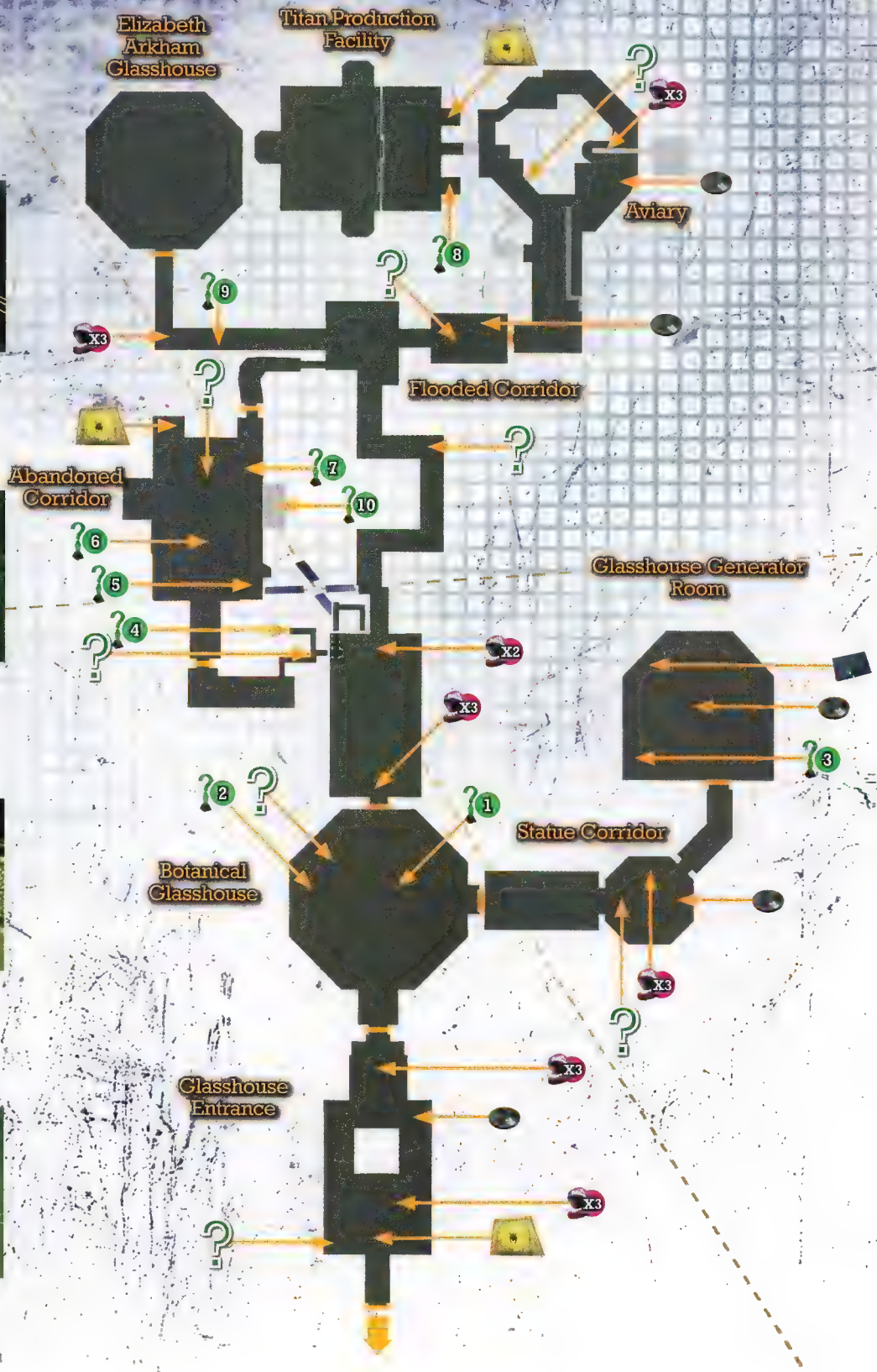
3

Use the Cryptographic Sequencer to disable the security field inside the Glasshouse Generator Room, then advance up the ramp to the control room. The Riddler Trophy is on the left-hand side.

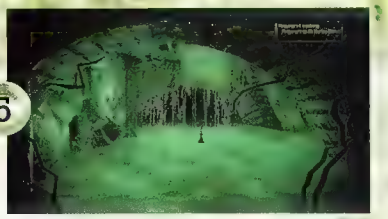


4

This Riddler Trophy is inside the ductwork leading west from the Flooded Corridor. Make a right at the first intersection and follow the ventilation system to the dead-end.



5

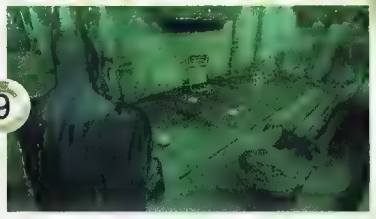


Drop to the floor in the northeast corner of the Abandoned Chamber and step into the water. Duck underneath the sewer arch beneath the floor to find this Riddler Trophy.

7

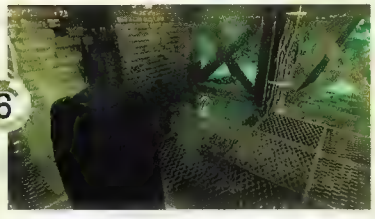
Cut the rope supporting the catwalk in the Abandoned Chamber and climb the perimeter of the room in a counter-clockwise direction. Jump from the ledges to reach the Riddler Trophy on the ledge above the exit.

9



Return to the Flooded Corridor with the Line Launcher and use it to clear the lengthy gap in the floor leading to the Elizabeth Arkham Glasshouse.
Unlocks: "Shock and Awe" Challenge.

6

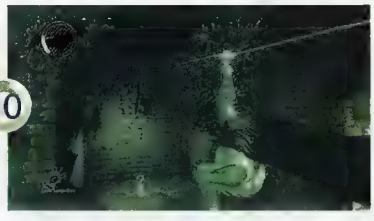


Duck underneath the floor grate in the bottom of the Abandoned Chamber and crawl through the narrow opening to the center of the structure in the center. Exit through the opening to locate the Riddler Trophy atop the mesh floor.

8

Use the Line Launcher in the Titan Production Facility to reach the Riddler Trophy on the ledge to the right of the exit.
Unlocks: "Silent Knight (Extreme) Challenge.

10



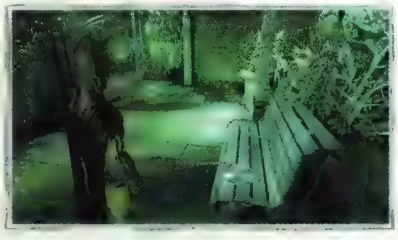
Reutrn to the Abandoned Chamber and climb to the uppermost central part. Use the Ultra Batclaw to tear down the breakable wall to the east, then use the Line Launcher to reach the Riddler Trophy.

INTERVIEW TAPES

Delve into the minds of the Arkham patients. You may learn a thing or two.

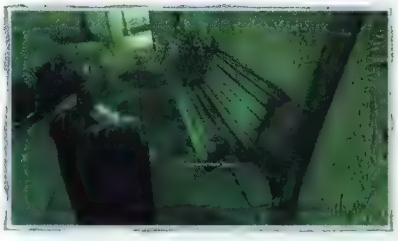
POISON IVY: PATIENT INTERVIEW #41 NOVEMBER 12TH

This Interview Tape is on the bench in the Glasshouse Entrance area.

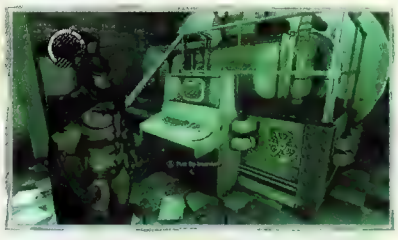


POISON IVY: PATIENT INTERVIEW #42 NOVEMBER 14TH

This Interview Tape is on a bench in the Statue Corridor. Grab it en route to the Glasshouse Generator Room.

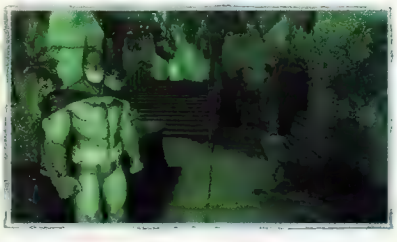


POISON IVY: PATIENT INTERVIEW #43 NOVEMBER 15TH



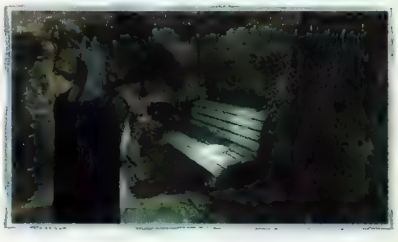
Defeat the thugs in the Glasshouse Generator Room to rescue Carl Todd, then pick up the Interview Tape on the electrical terminal in the center of the room.

POISON IVY: PATIENT INTERROGATION #1 NOVEMBER 17TH



This tape is on a bench near the statue of Constance Arkham. It is in the room between the Flooded Corridor and Aviary.

POISON IVY: PATIENT INTERROGATION #3 NOVEMBER 18TH



This one is on a bench in the Aviary, right where the two orderlies are released from their cages.

MYSTERY

An item of such importance, you'd be a fool not to try and seek it out. Are you a fool?

Use the Cryptographic Sequencer to deactivate the security field inside the Glasshouse Generator Room and advance up the ramp to the control booth. The Secrets Map is on a stack of bundled papers in the corner.

JOKER TEETH

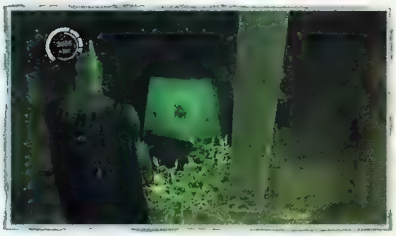
Give peace a chance by smashing 20 of these annoying chatterboxes.

All 20 Joker Teeth can be found during your first visit to Botanical Gardens through normal exploration. Six of the Joker Teeth don't appear until Batman's return trip through the facility to the exit. Three pairs are in the Flooded Corridor (near the door leading to Botanical Glasshouse) and the final three appear in the Glasshouse Entrance. Return to the water-soaked room in the Flooded Corridor from the Botanical Glasshouse if you don't see them after defeating the thugs guarding the exit.

CHRONICLE OF ARKHAM

Locate and analyze these mysterious diaries. Even I cannot fathom who left them. You have no chance.

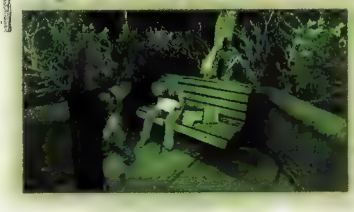
This Chronicle of Arkham is in the northwestern corner of the Abandoned Chamber. Leap from the waterfall to the central ledge and walk onto the fallen catwalk to the bricks in the middle. Shimmy around the side of the central structure and climb up. Run and leap to a hanging position on the northern wall and shimmy over to the left to find the item.



A number of vines will burst through the floor and walls as Batman attempts to exit the Botanical Gardens. Drop into the hole in the floor near the vine to find a well hidden Chronicle of Arkham.

This Chronicle of Arkham is located in the Titan Production Facility. Use the Ultra Batclaw to rip down the wall, then cross the void using the Line Launcher to scan it.

RIDDLE



IS THE NUMBER UP FOR THESE GUARDS?

Investigate the two deceased security guards sitting on the park bench in the corner of the Glasshouse Entrance. Pay close attention to the tally scratched into the bench.

WHAT TIME IS TEA TIME IN WONDERLAND?

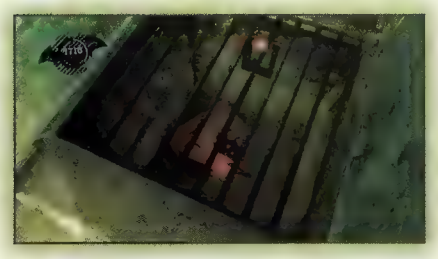
Look for the tea set on the rocky ledge in the northwestern corner of the Botanical Glasshouse. The tea set is green and blends in with the surroundings.
Unlocks: Character Bio for Mad Hatter.

REMEMBER THE WAYNES? HOW COULD ANYONE FORGET?

Proceed from Botanical Glasshouse to the Statue Corridor and zoom in on the dedication plate on the park bench. Scan the names of Thomas and Martha Wayne. *Unlocks: Character Bio for Thomas & Martha Wayne.*

THE RATCATCHER NEEDED MORE THAN JUST HIS CHARM TO LEAD HIS ARMY.

Enter the ventilation system in the Flooded Corridor and crawl through the ductwork to the grate overlooking a pair of gloves, a mask, and a book. Scan these items to solve the riddle. *Unlocks: Character Bio for The Ratcatcher.*



THIS CHALLENGE CAN ONLY BE SEEN BY THOSE WITH A DIFFERENT VIEW ON LIFE.

Leap across the waterfall in the Abandoned Chamber to the central ledge and proceed around the corner onto the lowered catwalk. Go about halfway across the catwalk, then climb into a hanging position on the central brick tower. Shimmy around the side and climb up. Approach the edge while in Detective Mode and line up the left half of the "?" with the small curly part on the walkway far below.

LOOKS LIKE ALL THE KING'S HORSES TRAMPLED ALL THE KING'S MEN.

Enter the Flooded Corridor via the ductwork leading from Abandoned Chamber and head south toward the blockade.

Inspect the pile of toy dolls on the bench in the corner of the hallway. *Unlocks: Character Bio for Humpty Dumpty.*

IS THIS A TRIBUTE TO WHAT A MAD DOG LEFT BEHIND?

Continue through the Flooded Corridor to the east and stop to inspect the beheaded statue. Zoom in on the nameplate on the base of the statue to scan the name "Mad Dog" scrawled across it.

THERE'S NO CLOSET IN THE GARDENS, SO SOMEONE IS USING THE ROOF INSTEAD.

Crawl through the ventilation grate near the southern entrance to the Aviary and climb through the narrow passage to the second section of ductwork. Exit onto a tiny ledge in the southwest corner of the Aviary and locate the skeleton in the web to the left. Zoom in on this skeleton and scan it to solve the riddle. *Unlocks: Character Bio for Killer Moth.*

These are strange writings and symbols that have been found around Arkham Island and deciphered by Batman. They must have been left for a reason. What story do they tell? Consult the "Riddler's Challenge" portion of this book for the locations of each Chronicle of Arkham message. The messages are uncovered in sequential order, regardless of the order you find them in the game.

Deciphered Messages

MESSAGE #1

I am the spirit of Amadeus Arkham. Through my actions, I have saved this cursed city though my own curse is to forever remain in the shadows. My story is carved into the very soul of Arkham and will only be revealed to those dedicated enough to discover it.

MESSAGE #2

My family's blood ran through the heart of Gotham. We were doctors, politicians and teachers; we have been the organ cleaning the arterial filth from the city. We have been its servants giving all to protect it. And still it has chosen to hurt us.

MESSAGE #3

As Gotham's veins slowly filled with pain and suffering, the effects were felt everywhere. My father fell first, infected by some foul disease; my mother lived on but only in a dream. I returned to the family home to care for her, where she remained in her bed for as long as her body continued to breathe. Her tears kept me awake at night.

MESSAGE #4

My journey lasted little over a month. Visiting academics in both Metropolis and Keystone, I was exposed to a wealth of new ideas. I began my day returning home in good spirits, eager to see my wife and family. I ended it kneeling in their blood, broken fragments of my life pouring through dripping red fingers.

MESSAGE #5

I returned to my work but I could not shake the pictures from my mind. I should have been repulsed, but I was more eager than ever to find an explanation for why someone would do this.

MESSAGE #6

They brought the animal before me, shameless and barking like a mad dog. For what felt like days, I endured his boasts. He took pleasure recounting his actions, cataloguing his depraved crimes. What should have been revenge turned to pity. This poor dog needed my help.

MESSAGE #7

The island changed little over the years. Its reputation was in tatters, but I vowed to fix it. As the buildings were rebuilt I saw the future, a bright wonderful future.

MESSAGE #8

New brick, metal and paint covered old wounds. Fresh blood was injected into the body. Bright new minds came and all swore to uphold our promises. We all knew we were the ones to fix this city. And the city would thank us.

MESSAGE #9

My family's killer stood in front of me. Years of therapy have deemed him sane. I was proud to see him walk free. In exchange for his liberty, the state required only a signature. He talked about wanting to walk in a park, how he longed to feel fresh air on his face, and then he took my father's fountain pen and killed my secretary. As he was subdued, he screamed out, pleading for forgiveness, for pity, but I had none. I watched as the guards beat him to a stain on the floor.

MESSAGE #10

Spring was a turning point, a new beginning, a glorious realization of my true destiny. My family's killer perished in an unfortunate accident. These animals cannot be cured. Like dogs, they only respond to discipline. And if that fails, then I was afraid that these accidents would have to continue.

MESSAGE #11

I took a walk around my island. I passed by the penitentiary and felt nauseous at the thought of the filth it contained. I looked out over the Gotham Bay and in the distance I saw lights, no doubt boats bringing more filthy degenerates to my city. I swore again to protect her from this darkness.

MESSAGE #12

I argued with the latest group of young, eager doctors. They bored me with theories and ideas, proving that they had no theories on how to cure these animals. Only one shared my vision. I offered her the chance to explore her dreams. She accepted. We'll make a good team.

MESSAGE #13

The Gotham police dragged a new patient to the island. They said he was responsible for the disappearance of hundreds of the city's vagrants. As I looked at his disgusting body, all scales and teeth, my mind ran free, dreaming of delicious punishments to break this monster. Doctors gathered around, poking it, examining, but only I knew what would cure him once and for all.

MESSAGE #14

The beast was too strong. His animal savagery nearly cost me my life. I took my frustrations out on a lone patient. His case notes suggested he was a paranoid schizophrenic. His pleas as I beat him to death suggested much more. His confessions were illuminating. My path was clear.

MESSAGE #15

Every day I found the patients more distracting. Their insane mutterings and constant twitching disgusted me. There was only one way to cure this evil, only one way to purify the city and ensure its future. I needed to prepare myself. I needed to be ready.

MESSAGE #16

I had a sudden pang of conscience. I sought counsel from my priest on the choices I had made. I asked him if it was a sin to kill in order to save a life. The holy man said all life was sacred, but a judgment would not be upon my soul if I acted to save another. I left the confessional with my soul uplifted, convinced more than ever I am doing a service not only to mankind, but to God as well.

MESSAGE #17

I watched in silence as he brought in the woman. Her skin now a venomous green, the wanton creature no longer looked like a human being, much less a woman. The Bible says, "Suffer not a witch to live," yet he has once again delivered this female atrocity to our care. Once I have dealt with the monster, I think it will be time to see if green wood does, in fact, burn.

MESSAGE #18

Sitting in the darkness outside of his cell, I watched the crazed twitching; listened to the disgusting words that came from his mouth. How can I let a dirty animal like this live? He is the cancer I have sworn to protect the city from.

MESSAGE #19

Curse me for a fool. How could I not see it until now? The monster had a confederate! I hid in the darkness near his cell and saw with my own eyes one of the doctors whispering to him. She looked at him through the transparent barrier with tenderness, with, dare I say, desire. My skin crawled with revulsion as she kissed the glass. Fighting the urge to dash the woman's head through the glass, I let her continue; the damnable clown might have shared secrets with her that would be useful once the mad dog has been executed. I'm sure the woman will reveal what she knows to me. If not willingly, then certainly under electronic persuasion. After that, a lobotomy, I think. Unfortunate for one so young, but her lust has put the reputation of Arkham at stake. Yes. A lobotomy, the very thing. There is no other way to ensure her silence in this regrettable matter.

MESSAGE #20

Yet again I found myself watching him. No one can provide a cure. He laughs in the face of those who try. Amadeus would not have let him live and neither should I. One last sip of cognac and I was ready.

MESSAGE #21

He watched as I entered the cell. He smiled as I showed him the knife. I told him how I will use it. How I will cleanse this city. And then terror. I was paralyzed. I struggled. I screamed, but I was silent. The monster looked at me, expressionless. He ran my blade slowly across my forehead; a smile cracked across his horrible porcelain face and I heard the filth fall from his mouth. He laughed and called me that horrible name.

MESSAGE #22

It must have been Crane, another one who doesn't deserve to live. Why do these people thrive on chaos? Joker in particular desired anarchy and, since his escape, will no doubt wreak it upon my city. I feel this is the end for my diary. Joker will be recaptured, my story will be told. I am not afraid. If Arkham becomes my cell, then I will know I did my best. I will be remembered.

MESSAGE #23

I am the spirit of Amadeus Arkham. Even though Amadeus has long since passed, his spirit lives on, surviving, moving through the walls of his asylum. When it chose me, I felt proud. I was honored to continue his work. To cleanse this city. If you are strong-willed enough to follow my tales, you are strong-minded enough to deduce my identity. Come and find me, friend. Together we will save Gotham.

MESSAGE #24

...

THE FINAL MESSAGE

The mysterious raconteur who left these timely messages wished to leave his identity as the final puzzle. Reread the messages here for clues and head to the last place Batman had seen the person who you believe the Spirit of Arkham to be. For those who need a little more assistance, we've hidden the name of the room where the final message has been hidden somewhere in this chapter. The twenty-fourth Chronicle of Arkham appears on no maps in the game, nor in this book, but you will know it when you see it. Good luck!

CHALLENGE MODE

Welcome to Challenge Mode! This extra gameplay mode is unlocked by completing various Riddler's Challenges. This mode provides players with a chance to practice their skills, earn Achievements/Trophies, and post to online leaderboards. The Challenges come in two varieties: combat and predator.

Combat Challenges pit Batman in an enclosed arena against four waves of enemies. Predator Challenges task Batman with eliminating armed gunmen as fast as possible while meeting specific takedown requirements to earn medals. Combat Challenges can definitely improve your reflexes and your overall understanding of the battle system, but we recommend holding off on Predator Challenges until you have acquired all of the available gadgets and upgrades in the game.

COMBAT CHALLENGES

Combat Challenges consist of four rounds of progressively tougher and more aggressive foes. After each round, Batman will regain a small amount of health. Medals are based on points earned through combat and you must survive all four rounds to earn a medal.

You earn points similar to the XP earned in Story Mode. The big difference is that the variation bonus that can be earned after each round is much larger. The only way to earn the maximum medals is to take advantage of the early rounds to get the Dark Knight Bonus and attain a high variation bonus. Build up large combos and utilize higher point-value moves such as a Ground Takedown or Special Combo Takedown.

VARIATION BONUSES

#MOVES	BONUS
3x	100
4x	250
5x	500
6x	1000
7x	2000
8x	3500
9x	6000

- **Dark Knight Bonus:** Take no damage during a round (500 points).
- **Perfect Dark Knight Bonus:** Take no damage during an entire combat challenge (5000 points).
- **Flawless FreeFlow Combo:** Combo an entire round, starting with the first strike (1000 points).

PLAYING AS THE JOKER

There's a special treat for those playing the PlayStation 3 version of the game. You can play as the Joker in the Challenge Mode maps. The concept is still the same, but there are a few subtle differences. First, the Joker gets to fight against the Arkham guards instead of the inmates. Plus, the Joker has Joker Toxin in place of Batman's Cape Stun attack. Finally, he has a different takedown move and uses a gun for his melee attack.

INTENSIVE TREATMENT

How to Unlock: Destroy 5 Joker Teeth in Intensive Treatment.

Setting: Holding Cells, Intensive Treatment

SCORING REQUIREMENTS

MEDALS	SCORE
3	18000
2	12000
1	6000

BEAT THE BRADYGAMES GAMERS!

Doug	18530
Michael	18200
Tim	17900

Four waves of henchmen come to fight Batman in the Holding Cells area. Each wave has increasingly more enemies, but none of the enemies in the first two waves have weapons. Thugs in the final two waves wield pipes, but none make a break for the gun cabinet. Beware of the security gates near the cells, as they will stun Batman and leave him vulnerable to incoming attacks. Similarly, try to avoid throwing enemies into the force field to avoid prematurely knocking them out—you want them to keep getting up to help build the combo!

It's quite possible to avoid taking damage in this challenge, so try to make that 5000 point Dark Knight bonus a top priority. You can build high combos in the first two rounds even against fewer enemies, but avoid throwing the Batarangs when there are less enemies standing, as this makes it more difficult to keep the combo alive. Throw two quick strikes and then Counter a nearby enemy at the start of the fourth wave to get the combo going.

SEWER BAT

- **How to Unlock:** Find the Riddler Trophy in the Main Sewer Junction in Caves.
- **Setting:** Old Sewer, Caves

SCORING REQUIREMENTS

MEDALS	SCORE
3	18000
2	12000
1	6000

BEAT THE BRADYGAMES GAMERS!

Doug	19660
Michael	19500
Tim	19450

Many of the waves in this combat challenge contain a High-Security Henchman, who will really test your ability to plan ahead while maintaining a combo. Cape Stuns count toward the variation bonus and can be used to further a combo, but make sure you don't accidentally stun the wrong enemy. Additionally, some of the enemies will attempt to rip pipes off the walls to gain an impromptu weapon—these enemies are prime candidates for a quick-throw Batarang or Batclaw attack.

Start the combo in each round by punching the enemy straight ahead twice, then Countering the likely attack coming from the side. Use a Cape Stun to daze the High-Security Henchman and combo him quickly, as it's best to dismiss this foe right away. Use Critical Strikes to close the gap on enemies as they get spread out and make their move for the pipes on the wall. Going the distance without being hit takes plenty of practice, but it's difficult to get the third medal without the big Dark Knight Bonus.

SHOCK AND AWE

- **How to Unlock:** Pick up the Riddler Trophy in the Flooded Corridor of Botanical Gardens.
- **Setting:** Extreme Incarceration, Penitentiary

SCORING REQUIREMENTS

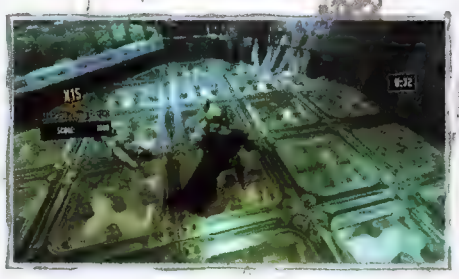
MEDALS	SCORE
3	30000
2	20000
1	10000

BEAT THE BRADYGAMES GAMERS!

Doug	30125
Michael	30225
Tim	29975

Arguably the most difficult of all the normal combat challenges, Shock and Awe forces Batman to contend with knife-wielding High-Security Henchmen, thugs with Stun Batons, and even electrified floors! In addition, the final round features Zsasz! Fortunately, the floor's electricity only triggers once the round timer reaches zero and there's more than enough time to complete each round. And as for Zsasz, he's really just a scarier looking version of a High-Security Henchman.

It's tough to achieve the Perfect Dark Knight bonus in this challenge because of the sheer number of enemies and the task of having to Cape Stun and redirect so many with weapons. It's also difficult to keep the combo going for an entire round. Take advantage of the first two rounds to score as many points as possible to get the bonuses. Use the Special Combo Throw to toss enemies over the railing for a Ring Out attack and remember that the Special Combo Takedown is an unblockable attack—use it against thugs with knives and Stun Batons for a quick takedown.



RUMBLE IN THE JUNGLE

- **How to Unlock:** Get the Riddler Trophy in the Main Sewer Junction of Caves.
- **Setting:** Titan Production Facility, Botanical Gardens

SCORING REQUIREMENTS

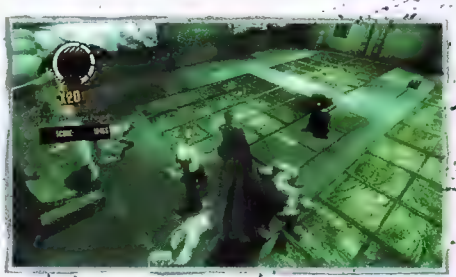
MEDALS	SCORE
3	30000
2	20000
1	10000

BEAT THE BRADYGAMES GAMERS!

Doug	32675
Michael	31575
Tim	31350

This is a fun combat challenge thanks to the large open space in which to brawl, the relative lack of Stun Batons, and the fact that the final round contains a Venom Henchman! Get off to a good start by focusing on the High-Security Henchman in the first round when beginning your combo, then work in as many attack variations as possible for a maximum bonus. Keep the combos going through the second and third rounds to build your score up over 20,000 points before the final round. You can accomplish this by spreading the enemies out by using Special Combo Throws and Combo Batarangs and then employing the Ground Takedown maneuver for big points!

It's quite tricky to achieve a Dark Knight bonus in the final round due in part to the number of enemies you have to fight while dodging the Venom Henchman. Try luring the beast into groups of enemies for Collateral Damage points, then hit him with the Batarang to stun him. Start a combo by striking the Venom Henchman over and over and then hop onto his back and smack around the various thugs to keep the combo going. Batman will eventually get tossed off the Venom Henchman's back. When this occurs, perform a Cape Stun, Dodge, or another attack to squeeze in a few different attacks to claim a variation bonus at the end of the round.



INTENSIVE TREATMENT (EXTREME)

- **How to Unlock:** Find the Riddler Trophy in the Security Control Room at Penitentiary.
- **Setting:** Holding Cells, Intensive Treatment

SCORING REQUIREMENTS

MEDALS	SCORE
3	30000
2	20000
1	10000

BEAT THE BRADYGAMES GAMERS!

Doug	30450
Michael	31375
Tim	29650

The Extreme version of the original combat challenge features many more enemies, the occasional High-Security Henchman in the latter rounds, and enemies that stop at nothing to pry open the gun cabinet. Build up a high score in the first round where the enemies are less aggressive, since things get much tougher in the following rounds. Listen closely for the alarm that signals an enemy trying to break into the gun cabinet and immediately swing a Critical Strike in that direction or throw a Batarang or Batclaw toward the culprit. It's important to stop the enemies from opening the cabinet, as it's quite shocking how fast the rest of the thugs can arm themselves with an open gun case. Zsász will appear in the fourth round, but he fights like the other High-Security Henchman. Perform a Cape Stun against him and set him up for a combo. Batman can make quick work of his foes by throwing them into the energy gate if necessary.

SEWER BAT (EXTREME)

How to Unlock: Find the Riddler Trophy in Maintenance Access in Intensive Treatment.

Setting: Old Sewer, Caves

SCORING REQUIREMENTS

MEDALS	SCORE
3	50000
2	30000
1	10000

BEAT THE BRADYGAMES GAMERS!

Doug	50065
Michael	49650
Tim	47300

This extreme challenge is difficult to survive due to the extraordinary number of enemies who attempt to surround Batman in the final round. It is very difficult to avoid the inevitable gunfire and many others will repeatedly toss security boxes. We can't stress enough how important it is to use Batman's Cape Stun and Dodge abilities during the third and fourth rounds. Stay near the south end of the sewer to be in better position to keep enemies from the gun cabinets. This position also allows you to score several Ring Outs.

Use the quick-throw Batarang to knock down enemies with guns and make rapid Dodge maneuvers whenever surrounded. Chances are good that you'll score enough points to earn the third medal if you manage to survive, especially if you snag a 30x combo in the second or third round. Batman will get some of his health back after each round, but you'll need at least two-thirds of his health bar full at the start of the fourth round to have a good chance of surviving the battle.

SHOCK AND AWE (EXTREME)

How to Unlock: Find the Riddler Trophy in the Secure Access area of the Medical Facility basement.

Setting: Extreme Incarceration, Penitentiary

SCORING REQUIREMENTS

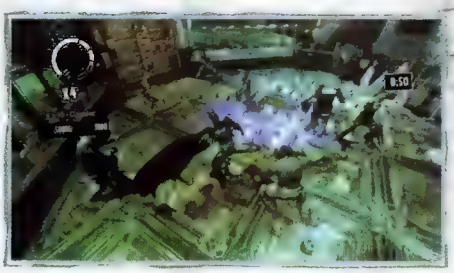
MEDALS	SCORE
3	30000
2	20000
1	10000

BEAT THE BRADYGAMES GAMERS!

Doug	31870
Michael	32150
Tim	30175

This is by far the most difficult combat challenge in the game thanks to the short amount of time that is required to defeat the enemies before the electrified floors activate. And don't think about climbing the railing to another section of floor—all three become electrified at once! Each round features High-Security Henchmen, as well as those with Stun Batons and the fourth round—for those who make it that far—also features Zsasz!

Don't get too fancy during this challenge, as time is definitely not on your side. Build up a combo and use Special Combo Throws to get as many Ring Outs as possible. Enemies will often climb the railing to break open the gun cabinet on one of the upper levels, but they won't open fire until returning to the lower battle area. Use the Batclaw to yank them away from the gun cabinet, or focus on the other enemies and use a Critical Strike to knock out a gun-toting baddie as soon as he clambers back over the railing to rejoin the fight.



RUMBLE IN THE JUNGLE (EXTREME)

- **How to Unlock:** Find the Riddler Trophy in the ceiling inside Croc's Lair.
- **Setting:** Titan Production Facility, Botanical Gardens

SCORING REQUIREMENTS

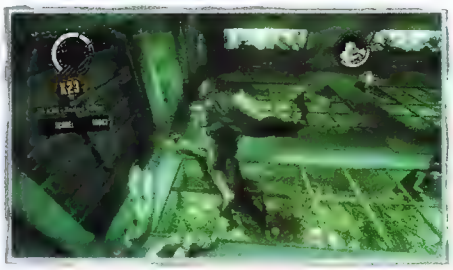
MEDALS	SCORE
3	50000
2	40000
1	30000

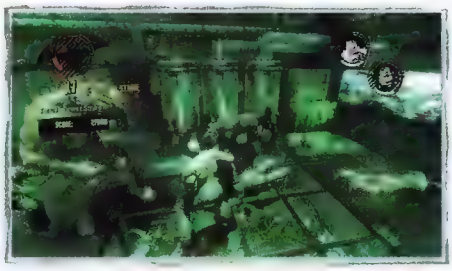
BEAT THE BRADYGAMES GAMERS!

Doug	52235
Michael	52175
Tim	51850

Do everything possible to keep your health meter full during the first two rounds, as things get mighty tough in the third round. There is a big opportunity for points in the second round when a Titan Henchman joins the fray—stun him with a Batarang and link a combo with nearby enemies and strikes on the Titan Henchman to down him. With any luck, you'll leap onto his back with a multiplier of x8, with a chance to increase it to x25! Keep the combo going after being thrown off by performing a few quick Dodges, Cape Stuns, and a Batarang toss.

The third round is dominated by armed enemies and it is occasionally tough to determine which ones have Stun Batons and which have knives—when in doubt, perform a Cape Stun and then Dodge over everyone! The fourth round contains two Titan Henchmen. Stay on the move and use Batarangs to stun them both before going for a ride on the beast. Focus on knocking the armed henchman around, as it's easier to deal with two Titan Henchmen than it is a half-dozen, knife-wielding psychopaths!





PREDATOR CHALLENGES

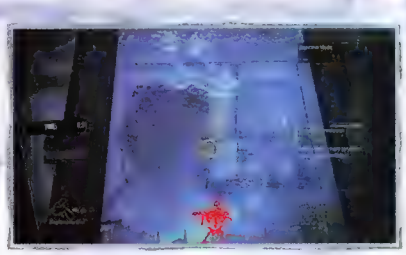
Predator challenges require stealth, whereas combat challenges involve brawn. Each enemy in these challenges is armed and the Joker has given them orders to shoot to kill! Although it's possible to get through the environment swiftly using Glide Kicks, Batarangs, and Ground Takedowns, we want to show you how to earn each medal. After all, the mark of a true predator is scoring a fast time while earning all three medals in a given challenge!

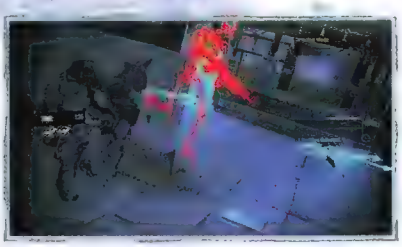
SILENT KNIGHT

- **How to Unlock:** Find the Riddler Trophy in Experimental Chamber at Medical Facility.
- **Setting:** Sanatorium, Medical Facility

SCORING REQUIREMENTS

MEDALS	REQUIREMENT
Silence Is Golden	Silent takedown
Blast Zone	Explosive wall takedown
Mind Your Head	Batarang followed by Ground Takedown





There are six armed henchmen in the Sanatorium. Quickly grapple to a gargoyle above the office in the northeast corner of the room and spray Explosive Gel on the breakable ceiling below. Line Launch to the southeast corner and spray another batch of Explosive Gel on the wall near the two gunmen. Return to the gargoyles and detonate the Explosive Gel to take down three foes.

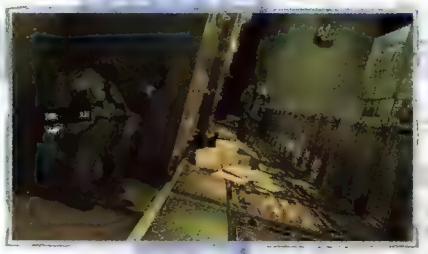
Use the Multi-Batarang to down two or three of the remaining enemies and swoop in for a couple of quick Ground Takedowns. Retreat to some cover (behind a wall or on a gargoyle) and look for an opportunity to get the Silent Takedown needed to earn the third medal.

RECORD BREAKER

- **How to Unlock:** Find the Riddler Trophy in the Warden's Office at Arkham Mansion.
- **Setting:** Arkham Records Room, Arkham Mansion

SCORING REQUIREMENTS

MEDALS	REQUIREMENT
Fall Guy	Batclaw over ledge
Over the Ledge	Ledge grab
Round the Bend	Corner takedown

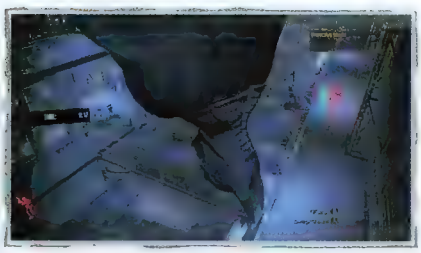


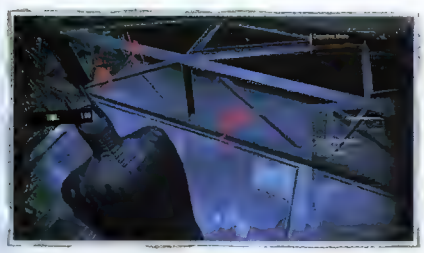
There are six armed henchman in the Arkham Records Room and the medal requirements necessitate yanking a couple of them off the balconies. Start the challenge by grappling into a hanging position on the walkway to the left and waiting for the nearest enemy to walk by. Press the Counter Button to pull him over the ledge for the first medal. Flee to the gargoyles and look for an opportunity to take out one or two more using Batarangs, Ground Takedowns, and Glide Kicks.

Hide on the side of the filing cabinets and wait for an enemy to walk by to perform the Corner Takedown. Don't worry about being seen—Batman can even perform the Corner Takedown on the trailing member of a pair with little risk of being seen. Save the noisy Batclaw attack for last. Wait until just one enemy remains, then use the Sonic Batarang to lure him onto a walkway. Stand across from him on the other walkway and use the Batclaw to yank him over the ledge for the final medal.

SURVIVAL TACTICS

- **How to Unlock:** Get the Riddler Trophy in Croc's Lair at the Caves.
- **Setting:** Intensive Treatment Lobby, Intensive Treatment





SCORING REQUIREMENTS

MEDALS	REQUIREMENT
Smash Landing	Glass ceiling takedown
Hang Time	Hanging takedown
Break Your Fall	Drop down strike

There are six armed henchman patrolling the multi-level Intensive Treatment Lobby, but there are plenty of places to hide. Begin the challenge by grappling to a gargoyle on the east side of the room, then drop into a hanging position. Wait for the nearest henchman to stroll by and perform an Inverted Takedown for the first medal. Quickly move to the office's glass roof and wait for a lone enemy to walk underneath. Drop through the glass to take him down.

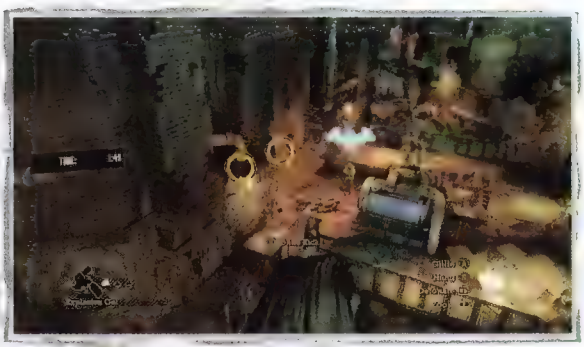
The final medal requires that you drop onto an enemy from above. Use Silent Takedowns and other methods to eliminate the excess enemies to leave just one foe. He'll be terrified and will likely start firing his gun at shadows, so stay out of sight. Move to the top of the office and use the Sonic Batarang to lure him into the office. Drop from the roof onto him as he exits through one of the doors for the final medal.

INVISIBLE PREDATOR

- **How to Unlock:** Find the Riddler Trophy behind the wall in Arkham Island West.
- **Setting:** Control Room, Caves

SCORING REQUIREMENTS

MEDALS	REQUIREMENT
Watch Your Step	Explosive Gel proximity mine
Crowd Control	Three enemies with same wall explosion
Grate Moves	Out of grate and then grab



The Control Room contains eight armed henchmen with two strategically positioned inside the main office to the right. The other foes are patrolling the various walkways and maintenance halls. The Crowd Control medal can be hard to achieve because it requires luring three enemies to a single spot—focus on earning this medal before thinning the enemy ranks! Line Launch to the ledge to the far left and locate the breakable wall in the upper portion of the central walkway. Spray Explosive Gel on the rear of it to ensure that it blasts forward onto the walkway when triggered. Return to the gargoyles and wait for multiple enemies to approach the central platform and then throw the Sonic Batarang at the breakable wall to lure them over. Detonate the Explosive Gel as soon as three of them are within the blast area.

At least two of the enemies will perform laps around the area using the ramp in the center and the ladder on the left below the ledge. Spray Explosive Gel on the floor at the base of the ladder to guarantee a second medal, then head into the nearby floor grate. Wait for an enemy to walk past one of the grates (there are three grates to use) and jump out behind him and take him down. This will net you the three medals. Take down the final two enemies in the Control Room office by yanking the floor out from under them using the Ultra Batclaw.

SILENT KNIGHT (EXTREME)

- **How to Unlock:** Find the Riddler Trophy in the Titan Production Facility at Botanical Gardens.
- **Setting:** Sanatorium, Medical Facility

SCORING REQUIREMENTS

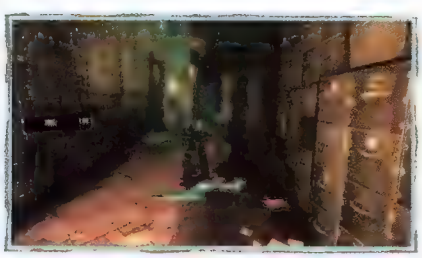
MEDALS	REQUIREMENT
Three for Three	Three enemies with three different walls
Break Through	Line Launch kick through a window
Aerial Assault	Glide Kick followed by Ground Takedown

As if the medal requirements didn't make this challenge tough enough, Batman must contend with booby-trapped gargoyles. For that reason alone, it's best to avoid the gargoyles unless in a pinch; instead, rely on the maintenance shafts, floor tunnels, and ventilation ductwork to avoid detection. Begin the challenge as you did the first Silent Knight challenge—use Explosive Gel to take out the henchman positioned underneath the office's breakable ceiling and the other henchman near the wall in the opposite corner. Move to the lower level and spray more Explosive Gel on the back side of the wall near the maintenance shaft. Remember that you must take out three henchmen with three different walls to get the medal. Use a Sonic Batarang to lure an enemy toward it to get the Three for Three medal.

Grapple to a gargoyle or ledge directly above a nearby enemy and quickly swoop down for the Glide Kick and Ground Takedown. Now it's time for the Line Launch kick. Since Batman's Line Launcher can pierce a plate glass window, head to the office with the breakable ceiling. Use a Sonic Batarang to lead some enemies into the room and then use the Line Launcher from outside the office to smash through the glass and kick them on your way in. You'll probably get attacked by nearby enemies if several enemies remain, but it's worth it to score the third medal!

RECORD BREAKER (EXTREME)

- **How to Unlock:** Find the Riddler Trophy on the tiny northeastern island outside Caves.
- **Setting:** Arkham Records Room, Arkham Mansion



SCORING REQUIREMENTS

MEDALS	REQUIREMENT
Chain Reaction	Line Launch two enemies in one move
Three in a Row	Hit three enemies with Remote Control Batarang
Sonic Boom	Detonate Sonic Shock Batarang and take out one enemy

The gargoyles are booby-trapped again, which really limits Batman's mobility in the Arkham Records Room, but there is another option. Grapple to the top of the central tower of filing cabinets and use the Line Launcher to zip from one end of the room to the other. Drop from the Line Launcher onto the stacks of filing cabinets in the center of the room on either end to avoid detection. This should provide a clean view of the area and a chance to use the Remote Control Batarang and Sonic Batarang to their full potential.

Begin the challenge by grappling into a hanging position on the left and perform a Ledge Grab to throw the nearest enemy onto the ground. Quickly grapple to the central cabinets and Line Launch to the far end of the room as the enemies come to inspect the first victim. This will create the perfect opportunity to take down three enemies using the Remote Control Batarang! Wait for the enemies to get back up and throw the Sonic Batarang at them. Next, allow them to get close and then detonate it for the next medal. Eliminate all but two or three enemies and lure them onto the walkways by triggering a gargoyle explosion or throwing Batarangs at the walkway. Get on the other side and Line Launch at them once they're on the walkway to garner the third medal.

SURVIVAL TACTICS (EXTREME)

- **How to Unlock:** Find the Riddler Trophy inside the East Wing Corridor of Arkham Mansion.
- **Setting:** Intensive Treatment Lobby, Intensive Treatment

SCORING REQUIREMENTS

MEDALS	REQUIREMENT
The Magic Number	Triple Batarang hit
Kick Off	Line Launch kick off walkway
Hit and Run	Punch an armed henchman

Grapple to the top of the office in the center and use a Sonic Batarang to lure the enemies toward the lift and ladder on the south side of the room, where you begin. This provides the perfect opportunity to line up three foes with the Multi-Batarang. Detonate a Sonic Batarang near them once they get up to eliminate them. Take out two more enemies with Silent Takedowns or drop through the glass of the office. Ideally, you want to leave just two foes for the final two medals.

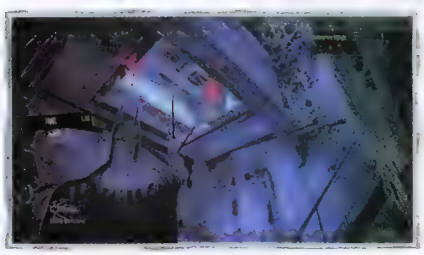
Use Detective Mode to determine the location of the remaining enemies and wait for one to get separated. Run up behind him and punch him in the head for one of the medals. Go ahead and finish him off with a series of attacks and a Ground Takedown. The Intensive Treatment Lobby doesn't have many places to Line Launch an enemy off a walkway, so set up shop near the bridges that lead to the office and watch for the henchman to head in that direction. Use Batarangs or smash through the glass ceiling to draw him in that direction, then Line Launch him off the walkway. He must be knocked off the walkway to get the medal.

INVISIBLE PREDATOR (EXTREME)

- **How to Unlock:** Find the Riddler Trophy in the Guard Room of the Penitentiary.
- **Setting:** Control Room, Caves

SCORING REQUIREMENTS

MEDALS	REQUIREMENT
Two for the Price of One	Ultra Batclaw floor out from under two enemies
Shock Tactics	Batman must surprise a henchman from the front and take him down
Tug of War	Ultra Batclaw three enemies over ledge



Although there are eight enemies in the challenge, two of the medals require eliminating five of them so there isn't much margin for error. Fortunately, we've devised a virtually foolproof way to earn all three medals in record time—and it even leaves an extra enemy at the end just in case the takedown doesn't go according to plan.

Use the Line Launcher to reach the left-hand ledge. Turn and hit the guard on the central walkway with the Sonic Batarang—a direct hit will trigger the Shock Batarang, thereby alerting the other thugs. Stand on the far right-hand side of the ledge and wait for three enemies to approach the fallen henchman, then use the Ultra Batclaw to yank them over the railing. Quickly duck into the ventilation system to the left and crawl to the far end of the Control Room while the other two foes inspect the bodies. Use the Ultra Batclaw to pull the floor out from under the two guards in the Control Room office. Now retreat through the ventilation system to the center. Surprise a thug from the front and take him down. We recommend using the Batclaw to pull him toward Batman's position before trying the takedown.

"A comic legend."
– ROLLING STONE

BATMAN: ARKHAM ASYLUM

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ACHIEVEMENTS & TROPHIES

STORY-RELATED

Batman: Arkham Asylum contains a total of 47 Achievements (Xbox 360) and Trophies (PS3). Unlock these bonuses by completing the main story, solving Riddler Challenges, and mastering the art of combat and stealth in Challenge Mode.

This section of the guide contains detailed tips on how to earn every bonus in the game! One of the best ways to unlock them is to play through the Story Mode once, being as thorough as possible, without doing any unnecessary backtracking. This will keep the story moving. Once you reach the end of the game, then you can search for the remaining Riddler Challenges. This should leave only the Challenge Mode Achievements/Trophies, which you can focus on without worrying about your progress in Story Mode.

The following 19 Achievements/Trophies are unlocked through normal gameplay progression. Follow along with the walkthrough to earn these bonuses.

SPOILER WARNING!

Many of the Achievements/Trophies in this section are related to the game's story, which means they may contain spoilers. Skip ahead to the next category or risk learning a bit more about the story than you may otherwise want to know. **CONSIDER YOURSELF WARNED!!!**

SHOCKING RESCUE

GP 10 **TROPHY** BRONZE

Take down Zsasz in the Patient Pacification Chamber.

Grapple to the gargoyles to get behind Zsasz without being spotted, then Glide Kick the lunatic in the back. Perform a Ground Takedown to knock him out and unlock this bonus. Or, you can glide down behind him and perform a Silent Takedown to get the same result.

LEAVE NO MAN BEHIND

GP 10 **TROPHY** BRONZE

Rescue the guards and henchman from the Joker Toxin in Decontamination.

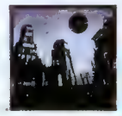
Glide from the upper platform to the platform opposite the control point and locate the Blackgate convict at the rear of the room (after you save the two guards). You can let him fall into the toxin and die, but that won't unlock the bonus. Hoist the prisoner up to save him and earn this bonus.

MALPRACTICE NEEDS MORE PRACTICE

GP 10 **TROPHY** BRONZE

Survive the onslaught from the deformed Joker henchman.

Defeat the Venom Henchman by leading it into a wall three times, unleashing a short combination of attacks while it's dazed. The Venom Henchman won't be able to withstand the third wall-slam and the bonus will be yours. Although it's not necessary, you can gain an advantage by stunning the beast with a Batarang as it charges forward.



BORN FREE

GP 10 **TROPHY** BRONZE

Escape from Intensive Treatment to the island surface.

Solve the Riddler's riddle about Warden Sharp's portrait and exit the Intensive Treatment facility through the Utility Corridor. Stand atop the cliff overlooking the Arkham Mansion to unlock this bonus.

JUST WHAT THE DOCTORS ORDERED

GP 10 **TROPHY** BRONZE

Save all the doctors in Medical.

Simply rescue Dr. Young, Dr. Kellerman, and Dr. Chen from the three wings of the Medical Facility to unlock this bonus. You must do this in order to gain access to the lower floor. Follow the strategy outlined in Part 3 of the walkthrough portion of this guidebook for specific details.

DAYDREAMER

GP 10 **TROPHY** BRONZE

Survive the nightmare of the Scarecrow's fear gas.

Survive the encounter with Scarecrow and return to the Morgue. The trickiest part during this run-in with Scarecrow involves using the Explosive Gel to blast through the wall that blocks the path. Place the Explosive Gel on the wall, return to cover, and then detonate it. Scarecrow will look toward the wall, then around to the left-hand side of your hiding place. As soon as he does this, start sprinting and don't stop. Run and jump to the Bat-Signal and shine it on him!

BANEFUL PAYBACK

GP 25 **TROPHY** SILVER

Defeat Bane.

Defeat Bane in the Boiler Room by stunning him three times and then yanking out the hoses supplying the Venom to his system. There are two waves of Blackgate convicts to fight during the struggle with Bane. Simply keep one eye on Bane and the other on the thugs to accomplish this task. Stun Bane with Batarangs as he dashes forward, then attack after he slams into the wall. Stay on the move and focus on the Blackgate convicts when they are present. Try to keep them between Batman and Bane to force him to stampede over them.

BREAKING AND ENTERING

GP 10 **TROPHY** BRONZE

Gain access to Administration after it is locked down by the Joker.

Eliminate the four snipers and enter Arkham Mansion. The main entrance is blocked, so use the Batclaw to enter via the ventilation above the ledge where two snipers were located. The first two snipers are on the guard towers near the entrance from Arkham North; sneak up behind them to perform Silent Takedowns. Use the Remote Control Batarang to fell the other two, then rush forward and use Ground Takedowns.

RECURRING NIGHTMARE

GP 10 **TROPHY** BRONZE

Face your biggest fears and keep your sanity.

This one takes place in Arkham Mansion. Use the Batclaw early in the encounter to pull the containers off the ledge for cover. You must defeat two waves of skeletons during the challenge, but they put up little fight. The most difficult part is timing the final run to the Bat-Signal. Scarecrow will not spot Batman when he leaps past the pendulum, so stay in cover closest to his position until he swings his gaze to the right, then sprint for the foreground. After that, make your move as his stare passes from right to left across the screen.

ZSASZ CUT DOWN TO SIZE

GP 10 **TROPHY** BRONZE

Save Dr. Young from being killed by Victor Zsasz.

Stay out of Zsasz's line of sight and take him down when his head comes into view. Stay in Corner Cover until he pokes his head out from behind Dr. Young, then throw a Batarang to down him once and for all!

COMBAT

SOLITARY CONFINEMENT

GP 25 TROPHY SILVER

Capture and lock up Harley Quinn.

Follow Harley through the Penitentiary to the northeastern corner and defeat Joker's henchmen in Extreme Incarceration. Avoid the electrified floors during the battle and knock out every enemy to flush Harley out of hiding.

PARTY POOPER

GP 10 TROPHY BRONZE

KO all the henchmen celebrating your arrival at the party.

Beat down all 20 of the Joker's henchmen waiting at the Visitor Center. They won't throw the first punch, so you must take matters into your own hands to unlock this bonus. Don't forget to take out the four foes standing outside before going inside.

DOUBLE TROUBLE

GP 25 TROPHY SILVER

Defeat two Titan Henchmen at once.

Defeat the twin Titan Henchmen in the Titan Production Facility. Daze them with Batarangs when they charge toward Batman, then dodge out of the way to make them run into the wall. Unleash a combo attack to drop them to a knee, then hop onto one's back and use one Titan Henchman to beat up the other!

BIG BANG

GP 50 TROPHY BRONZE

Complete story mode on Easy Difficulty.

Play through Story Mode on Easy Difficulty and defeat Titan Joker to unlock this bonus.

RESIST THE FEAR

GP 50 TROPHY SILVER

Conquer the effects of the Scarecrow's fear gas.

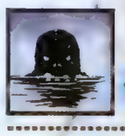
Navigate the third and final nightmare and defeat the waves of Skeletons and Titan Skeleton at the conclusion to best the Scarecrow once and for all. The Scarecrow will throw everything he has at Batman, including multiple doses of fear gas, but the Dark Knight must persevere!

BIGGER BANG

GP 50 TROPHY SILVER

Complete Story Mode on Normal Difficulty.

Play through Story Mode on the default difficulty setting and defeat Titan Joker to unlock this bonus. Unlocking "Bigger Bang" also unlocks "Big Bang," if you haven't already done so.



CROCODILE TEARS

GP 50 TROPHY SILVER

Venture into Killer Croc's Lair and come out alive.

Head into Killer Croc's Lair and use Batman's audio and plant-detection indicators to negotiate the maze of sewer tunnels. Collect the five plant spores and escape in one piece by triggering the Explosive Gel at the exit in time to trap Killer Croc.

BIGGEST BANG

GP 50 TROPHY GOLD

Complete Story Mode on Hard Difficulty.

The truly hardcore players who defeat Titan Joker on Hard Difficulty will unlock this bonus. Although few players will make their initial play-through on this mode, those who do will also unlock the "Big Bang" and "Bigger Bang" bonuses.

POISONED IVY

GP 50 TROPHY SILVER

Defeat the giant Titan Ivy plant.

Batman must set off two Explosive Gel attacks on the shell of Titan Ivy to win this battle. Use a steady barrage of Batarang throws to weaken the plant, then hit Poison Ivy when the shell opens while avoiding the airborne spores and vine attacks. Stay on the move, throw the Batarangs blindly, and do what is necessary to avoid being hit by any inmates.

Most of these 11 Achievements/Trophies can be unlocked while playing any gameplay mode. These bonuses require a skilled approach to combat and a keen understanding of the battle system. Study "The Batcave" portion of this book for additional tips.

FREEFLOW COMBO 5

GP 5 TROPHY BRONZE

Complete a combo of 5 moves (any play mode).

The second wave of Blackgate prisoners who attack in the Intensive Treatment area is perfect for building a combo of at least five strikes against. Press the Strike Button while aiming at the nearest enemy. Hit an enemy twice, move to the next enemy, and keep the flow going.

FREEFLOW COMBO 10

GP 5 TROPHY BRONZE

Complete a combo of 10 moves (any play mode).

A great place to complete this one is in the Medical Facility's Surgery Room while freeing Dr. Chen. This holds especially true if you've acquired the Critical Combo Strikes upgrade from WayneTech. Quick-toss the Batarang to stun enemies trying to surround Batman and stay on the move, attacking nearby enemies, then jumping across the room to get the others. Avoid being hit and don't perform any Ground Takedowns, as that will likely end your combo.

FREEFLOW COMBO 20

GP 10 TROPHY SILVER

Complete a combo of 20 moves (any play mode).

One of the best opportunities to string together a 20-hit combo occurs in the Main Hall of Arkham Mansion. Batman will enter the room through the ductwork and encounter 10 unarmed assailants. Time your Critical Strikes well and use Special Takedowns and Special Combo Throws. Avoid being hit and don't strike the same enemy twice in a row. The key to a lengthy combo is to keep each enemy on his feet long enough to hit him multiple times!

FREEFLOW COMBO 40

GP 10 TROPHY SILVER

Complete a combo of 40 moves (any play mode).

A x40 combo is nothing to sneeze at, but there are a couple of places during Story Mode to achieve it. The most obvious place, provided you can maneuver in the small confines of the Visitor Center, is during the party at the end of the game. With 16 unarmed thugs in the area, this is a prime place to go for it. Another spot to achieve this large combo happens during the fight against the twin Titan Henchman in the Throne Room. If this fails, the fourth round of any of the combat challenges should be sufficient—especially the extreme combat challenges!

FREEFLOW PERFECTION

GP 10 TROPHY SILVER

Perform a perfect combo, including all of Batman's combat moves (any play mode).

This is best done while fighting numerous unarmed enemies, as it requires a variation bonus of 9. Batman must perform all of these maneuvers in the same combo to unlock this bonus: Strike, Cape Stun, Counter, Batclaw, Combo Batarang, Special Combo Throw, Special Combo Takedown, Ground Takedown, and Evade/Redirect.

NIGHT GLIDER

GP 10 TROPHY SILVER

Glide continuously for over 100m.

Use the Batrope to grapple to the large tower atop the eastern-most end of Arkham Mansion in Arkham Island East. Continue to grapple as high as possible, then leap off and soar toward the Botanical Gardens and the watchtowers near the tunnel leading to Arkham Island North. Fly in a straight line to cover as much distance as possible.

RAPT-A-DEPT-A-DEPT

GP 5 TROPHY BRONZE

String up one henchman and drop him to KO a second (any play mode).

Acquire the Inverted Takedown ability from WayneTech and head to the Arkham Records Room in Arkham Mansion. There are six armed gunmen in the area and a host of gargoyles from which to hang. Grapple to the gargoyle on the left-hand side upon entering and drop into a hanging position. Wait for the enemy to walk underneath Batman and press the Counter Button to perform the Inverted Takedown. Swing across to another gargoyle and wait for another enemy to approach the suspended hoodlum. Throw a Batarang at the rope to drop the hanging thug onto the other to complete the bonus.

MANO-A-MANO

GP 10 TROPHY SILVER

Take on a beast in hand-to-hand combat.

To unlock this bonus, you must defeat a Titan Henchman without using a Batarang. Stand back and wait for it to charge across the room, but resist the urge to hit it with a Batarang. When it slams into the wall, unleash some punches and kicks while it flails about in its rage state. Move in for a couple of hits and then back away.

CATCH

GP 5 TROPHY BRONZE

Catch a Batarang (any play mode).

Unlock this bonus at any time after acquiring the Remote Control Batarang. Simply move to a large room without too many obstacles (or do this outside on the island surface) and throw the Remote Control Batarang. Steer the Batarang in a circle and direct it back to Batman to make him automatically catch it!

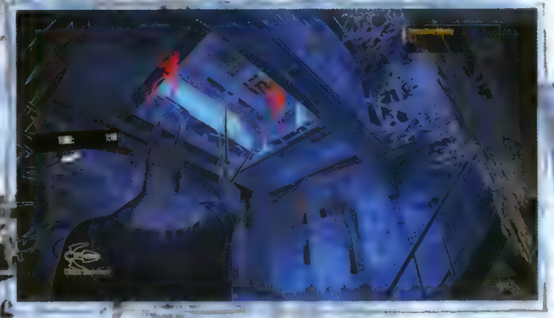
FREAKSHOW RODEO

GP 10 TROPHY BRONZE

Ride a beast and unleash their power.

Hop onto the back of a Titan Henchman and use its tremendous power to swat lowly thugs across the room. The best spot to unlock this bonus occurs in the Pressure Control Junction at the Caves. Continue swatting enemies with the Titan Henchman until the beast throws Batman off. It's entirely possible to build a combo of x20 or higher while riding the beast.

CHALLENGE MODE



Play through Story Mode to unlock Combat and Predator Challenges for Challenge Mode. You must earn medals in Challenge Mode to unlock these eight Achievements/Trophies.

FREEFLOW SILVER

GP 25 **TROPHY** BRONZE

Achieve 16 medals on Combat Challenges.

No matter how skilled you are at the normal Combat Challenges, you need to earn some medals in the extreme challenges. Go for the highest score in each of the four normal challenges for a total of 12 medals, then meet the minimum scoring requirement on each of the four extreme Combat Challenges.

FREEFLOW GOLD

GP 50 **TROPHY** SILVER

Achieve 24 medals on Combat Challenges.

This is quite possibly one of the most difficult bonuses to unlock in the game, as it requires players to meet the highest scoring requirement in all eight Combat Challenges. Turn to the "Challenge Mode" chapter for specific tips on achieving this.

FREEFLOW BRONZE

GP 10 **TROPHY** BRONZE

Achieve 8 medals on Combat Challenges.

There are a total of eight Combat Challenges and it's possible to earn three medals each from them. Although you can unlock this bonus by meeting the minimum scoring requirement in each of the eight Combat Challenges, it's probably easier to aim for the middle score in the four non-extreme Combat hallenges.

PREDATOR BRONZE

GP 10 **TROPHY** BRONZE

Achieve 8 medals on Predator Challenges.

Each of the eight Predator Challenges has three separate medal requirements. As with the Combat Challenges, the easiest way to earn eight medals is to meet at least two of the requirements in each of the normal Predator Challenges.

PREDATOR SILVER

GP 25 **TROPHY** BRONZE

Achieve 16 medals on Predator Challenges.

Earning 16 medals in Predator Challenges requires that you earn at least one medal in each of the four extreme Predator Challenges. You must earn more if you fail to earn all 12 available medals in the normal Predator Challenges. Perfect your techniques on the normal challenges to earn three medals in each, then tackle the extreme challenges.

PREDATOR GOLD

GP 50 **TROPHY** SILVER

Achieve 24 medals on Predator Challenges.

Like FreeFlow Gold, this is quite a challenging feat. The best way to earn 24 medals in Predator Challenges is to earn all three medals in each of the eight challenges, including the extreme challenges. Study each situation carefully, plan your moves in advance, and refer to the "Challenge Mode" chapter of this book for additional tips.

INVISIBLE PREDATOR

GP 10 **TROPHY** BRONZE

Complete one predator challenge without being detected.

You needn't earn all three medals—or any medals for that matter—to earn this bonus, but you must go undetected through the entire challenge. The best place to attempt this is on the "Silent Knight" challenge in the Sanatorium. You must eliminate all seven enemies without being spotted. It's not enough to avoid being shot; the enemies must never see you in order to unlock this bonus.

FLAWLESS FREEFLOW FIGHTER

GP 10 **TROPHY** BRONZE

Complete one Combat Challenge without taking damage.

Cue up the "Intensive Treatment" challenge and defeat the four waves of enemies without being hit. Don't worry about your score or take any unnecessary risks for the sake of a higher variation bonus. Keep the Critical Strikes flowing and counter any enemy who is about to attack. You'll get a 5000 point bonus for surviving all four rounds without being hit, so your conservative play will be rewarded!

SOLVING THE RIDDLE

ARKHAM ANALYST

GP 20 **TROPHY** BRONZE

Solve 5% of the Riddler's Challenges.

You don't need to be a world-class detective to know that 5% of 240 is 12. And if you follow along with this book's walkthrough, you can solve the twelfth Riddler's Challenge during your initial visit to the Intensive Treatment facility. In fact, the twelfth one you solve will likely be the very first riddle you are given after finding Frank Boles.

CRYPTIC INVESTIGATOR

GP 20 | TROPHY BRONZE

Solve 10% of the Riddler's Challenges.

The wealth of Riddler Trophies, riddles, and Interview Tapes that you can find during the initial visit to Arkham Island's surface will all but guarantee the easy unlocking of this bonus. It's quite possible to solve the twenty-fourth the Riddler's Challenge moments after protecting the Batmobile in Arkham Island North.

MENTAL ATHLETE

GP 20 | TROPHY BRONZE

Solve 70% of the Riddler's Challenges.

Attention to detail, an uncanny ability to solve riddles, and a few crafty gadgets will help you solve the requisite 168 Riddler's Challenges needed to unlock this bonus. If you're careful and thorough, you can reach this milestone right after acquiring the Line Launcher in the Botanical Gardens without revisiting a single location.

LATERAL THINKER

GP 20 | TROPHY BRONZE

Solve 25% of the Riddler's Challenges.

You can solve the sixtieth Riddler's Challenge in Arkham Island North, en route to Dead Man's Point after defeating Bane in the Medical Wing. There are a couple of Riddler Trophies and a Chronicle of Arkham in the passage leading to the cliffs as well.

RIDDLE RESOLVER

GP 20 | TROPHY SILVER

Solve 85% of the Riddler's Challenges.

You may think only the most patient and thorough players will find 204 of the 240 Riddler's Challenges. But did you know that it can be done without any special backtracking shortly after leaving the sewers? Use the Line Launcher and Ultra Batclaw to explore the eastern reaches of Arkham Island West to pick up a few extra Riddler Trophies on your way back to the Botanical Gardens.

MYSTERY SOLVER

GP 20 | TROPHY BRONZE

Solve 40% of the Riddler's Challenges.

Unlocking this bonus requires that you solve 96 of the 240 Riddler's Challenges. Thorough detectives will undoubtedly reach this milestone during their time in Arkham Mansion, perhaps while in the Arkham Records Room. It's possible to solve the majority of Riddler's Challenges during your first visit to many of the places on Arkham Island, provided you consult the maps and tables in the Walkthrough portion of this book.

CRACK THE ENIGMA

GP 20 | TROPHY SILVER

Solve every riddle on the island.

What's there to say? You need to solve all 240 Riddler's Challenges to unlock this bonus. If you closely follow the walkthrough in this book and solve the riddles and smash all of the Joker Teeth as you progress through the story, you should only have about 30 or so Riddler's Challenges left to complete after defeating Joker. Reload your game save and select "Continue Story" to have free reign over the island. Consult the "Riddler's Challenge" section of this book for maps and details on all 240 Riddler's Challenges.

CONUNDRUM CRACKER

GP 20 | TROPHY BRONZE

Solve 55% of the Riddler's Challenges.

Do you have what it takes to solve 132 of the Riddler's Challenges? Leave no stone unturned and make frequent use of Detective Mode during your travels across Arkham Island and it's quite possible to unlock this bonus before leaving the Extreme Incarceration area of the Penitentiary without a single bit of backtracking!

WORLD'S GREATEST DETECTIVE

GP 20 | TROPHY SILVER

Solve Arkham's biggest mystery.

There are only 23 Chronicles of Arkham scattered around the island and listed in the Riddler's Challenges section, but there is actually a twenty-fourth message hidden somewhere on the island. This one is left by the Spirit of Arkham as a test of skill and deduction. Listen to the messages (or read them in the "Spirit of Arkham" chapter in this book) and go to the place where you last saw the person who may have recorded these messages. We've provided some extra clues in this book. Good luck!

PERFECT KNIGHT

GP 75 TROPHY PLATINUM

100% complete.

Show off your dedication to the Dark Knight by completing the story, solving all 240 Riddler's Challenges, acquiring all 20 WayneTech upgrades, unlocking all 42 Character Bios, and winning all of the medals in Challenge Mode. Are you up to it?

BATMAN ARKHAM ASYLUM

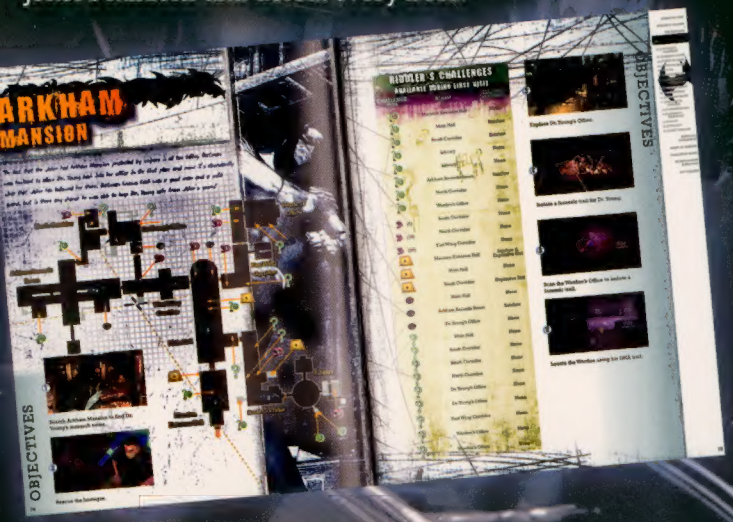
Become the Invisible Predator!

The Joker has wrestled control of Arkham Asylum from the guards and now the inmates are literally running the asylum. Only one person can bring back the sanity to Gotham City—Batman.

Although outnumbered, Batman has the advantage with an incredible selection of gadgets courtesy of WayneTech. Using these top-notch weapons and his all-new fear takedowns, Batman plans to foil The Joker's demented scheme.

BOSS TACTICS & COMPREHENSIVE WALKTHROUGH

Use our game-tested strategies and tips to regain control of Arkham Asylum from The Joker and the inmates. Using an arsenal of WayneTech weapons, this guide shows you how to incapacitate The Joker's minions and defeat every boss.



SOLVE THE RIDDLER'S CHALLENGES

There are 240 separate Riddler Challenges to decipher. There are trophies to find, tapes to uncover, riddles to solve, and more. We'll show you how to find every last one of them!

EXCLUSIVE FOLDOUT

Get the lowdown on the game's Achievements and Trophies. The foldout includes specific strategies to master some of the game's toughest feats.

UNLOCK EVERY HERO & VILLAIN BIO

Discover what it takes to unlock every character bio in the game. Learn about each character's attributes, motivations, and their connections to Batman.

EXPLORE CHALLENGE MODE

Overview of every Challenge Mode map, including specific tips and hints for completing each mode.

Written by Doug Walsh

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